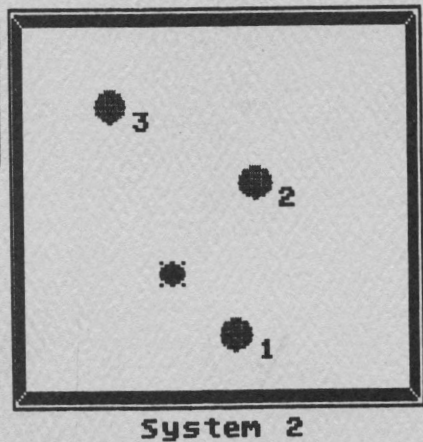
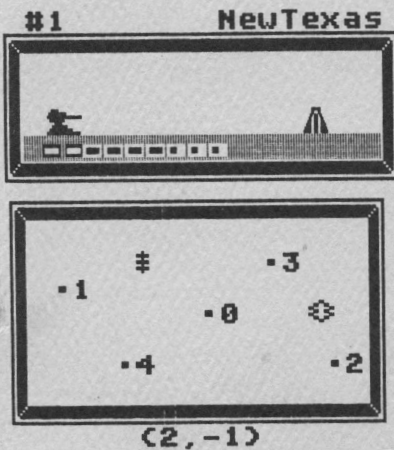
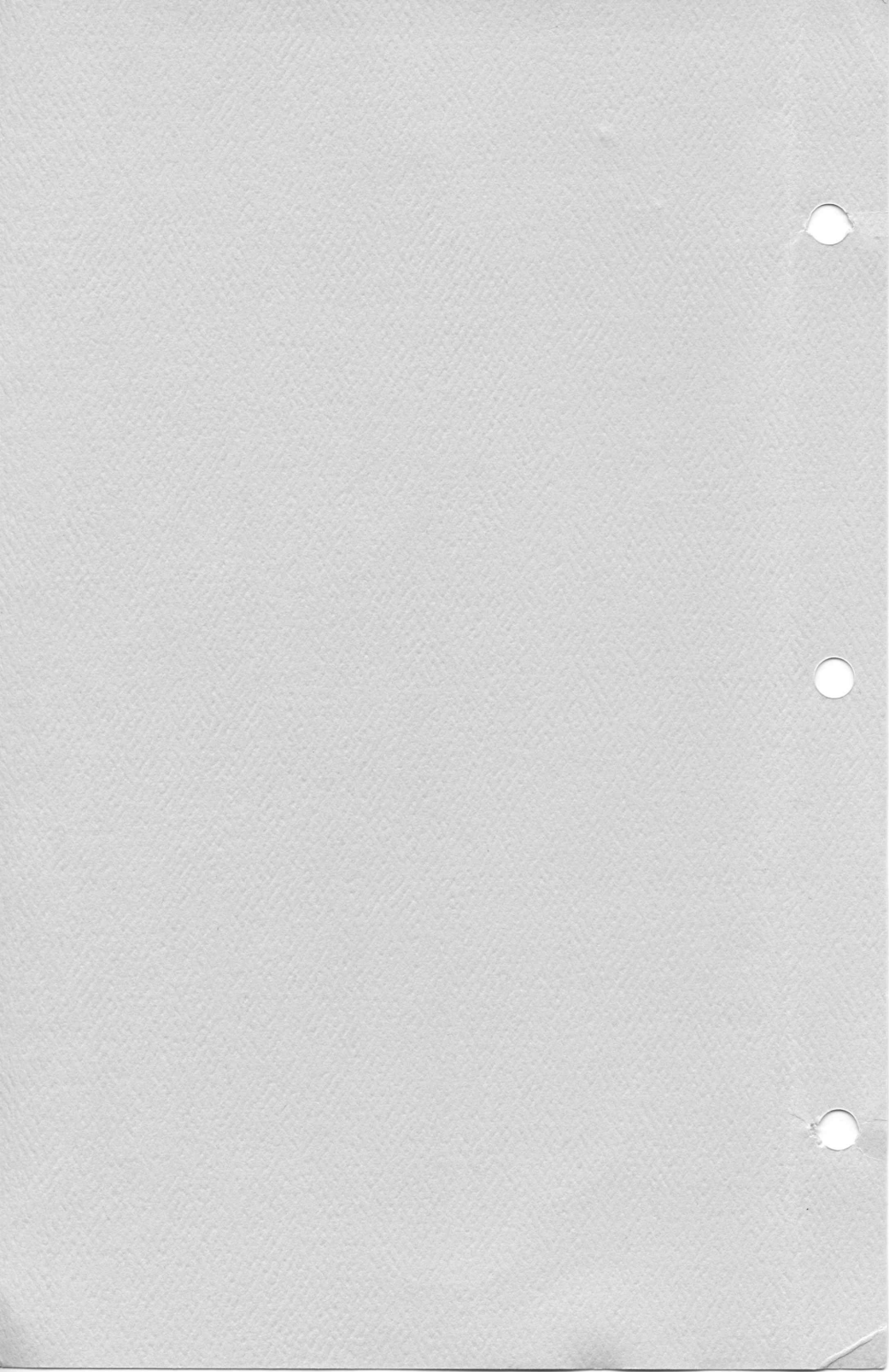


LORDS OF SPACE

PLAYER'S GUIDE





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1. Introduction

This manual is laid out in 6 sections. The first is the introduction, which contains a brief overview of the game and the terms which will be used in the other sections. You should at least skim over this section before attempting to play.

The second section is a quick guided tour, intended to be used while you are connected to GCP. You can watch the screen as you follow the steps. Its purpose is to quickly familiarize you with the general feel of the game, and get you started playing as soon as possible.

Section 3 begins the detailed explanation of the rules of Lords Of Space. It covers those aspects of the game which are common to both the Galaxy and the Station (these terms are explained below).

Section 4 covers the workings of a Company Station in detail.

Section 5 covers the Galaxy.

Section 6 is a quick reference guide to the commands and tables used in Lords Of Space.

1.1 Overview

Lords Of Space (LOS) is a multi-player game of space exploration, expansion and conquest. It is a continuing game where you may come and go as you please. It is not played in one sitting; instead you may enter the game at any time, play for as long as you like, leave and then come back later.

While you are gone, the planets you have fortified will defend themselves against other players and produce the raw materials and finished goods that you have assigned to them. When you return, your empire will still be there. It may have grown or shrunk, depending on how long you have been gone, but you do not need to begin again.

1.2 Background

The Sevateem Empire has been the sole authority over millions of populated planets for millions of years. Its power and technology are unmatched in the known universe. It has only one problem: a lack of natural resources.

This problem has grown increasingly severe in the past few hundred years. The raw materials needed to continue the civilization have been exhausted from the planets which comprise the empire. New sources must be found.

The solution lay in recent advances in multi-dimensional physics. The ancient theory of parallel universes was proven correct, and exploring ships were sent out to find a universe from which the Empire could draw the raw materials it desperately sought. This search was how the Empire contacted GCP.

Eventually, an ideal candidate was found. It was high in natural resources and did not contain any advanced civilizations to compete with.

Inter-dimensional transport is not an easy thing to do, even for the Empire. That, combined with the sheer enormity of resources required, forced the Empire to spend the last of its resources building a single interdimensional space station and outfitting a few special ships to make the journey.

1.3 Terminology

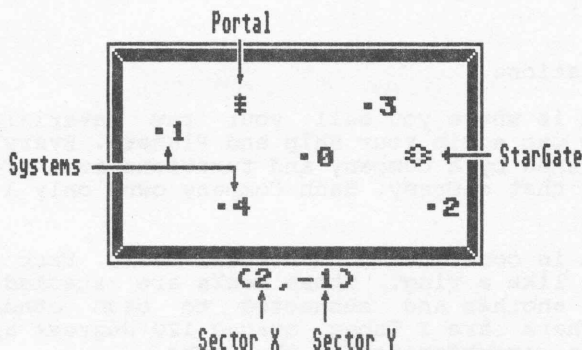
The mechanics of playing LOS are very simple, but there are certain terms with which you should be familiar in order to understand what is shown on your computer screen. This section will present the most important of these terms, but don't feel that you have to memorize them all. Just skim through the section to get a feel for the terms, and then refer back to this section when you have a question.

1.3.1 The Galaxy

The alternate universe (which we will refer to as the 'Galaxy') is where you find the planets which you will colonize in order to produce the raw materials

to sell back to the Empire.

The Galaxy is made up of Sectors which are arranged in a large grid-like pattern. Each Sector is referred to by its position in this grid. The position is composed of two numbers. The first refers to the distance to the left or right the sector is from the center of the galaxy. This number is the 'X coordinate'. The second number is the distance the sector is above or below the center of the galaxy. This number is the 'Y coordinate'. Therefore, each sector has a position, which we will denote as (X,Y). For example, the sector (2,-1) is 2 positions to the right of the galactic center and 1 position below it.



Sectors contain three different types of objects: StarGates, Portals, and Systems.

StarGates allow you to 'jump' from one Sector to another without having to go through all the intermediate sectors. There will always be exactly one StarGate in a Sector.

A Portal will bring you back to the Station that owns the portal. Portals are rare, so there will be at MOST one Portal in a Sector.

A System is a solar system which contains a Star and one or more Planets.

A Star is the source of the "energy" resource in the game. The ENG (energy) rating of a planet is

dependent on its distance from the star.

Planets are what you, as a player, will be exploring and colonizing. Each planet contains resources in 3 categories: Energy, Oil and Ore. By exploiting these resources, you can make money. But you will also have to defend your planets against other players.

1.3.2 Companies

A Company is a collection of players. A company is formed when a player accumulates enough wealth to buy a Station. Other players may elect to join the company to gain strength from the team and to enjoy the possible financial benefits that the Station owner may offer.

1.3.3 Stations

A Station is where you sell your raw materials so that you can equip your Ship and Planets. Every Station is owned by a Company and functions as a trading post for that company. Each Company owns only 1 Station.

A Station is constructed in several Decks. Each Deck is shaped like a ring. These Decks are 'stacked' one on top of another and connected to each other by Tubes. There are 3 Tubes, spaced 120 degrees apart, around the circumference of the Decks.

The Station contains icons which allow you to buy and sell the various items used in the game; such as Mines and Derricks for the production of Ore and Oil, Planetary Defense (PDs) for defending your Planets against raids and new and more powerful Ships.

A Station also contains Phones, Terminals, Input and Help icons. Although their appearances are not the same as in the GCP City, they function in much the same way as their counterparts in the GCP City.

1.3.4 Ship

Each player in the game has exactly one ship. It is used to transport the raw materials from the Galaxy to the Stations and to explore, raid or conquer Planets in the Galaxy.

Each Ship has a Hull which determines what can be placed in it, and where the items are placed. There are two categories of items which can be placed in a ship: Ship Parts and Cargo.

Ship Parts are those items which perform a function in the ship. They consist of Lasers (for attacking other ships or planets), Shields (for defense), Engines (to power the Lasers and Shields and to move through StarGates), Fuel (used by the Engines) and Shuttles (multi-purpose smaller spaceships).

Cargo consists of those items which are being transported to or from a Planet. The following items constitute Cargo: PDs (for planetary defense), Shields (for protection against planetary bombardment), Mines (for mining Ore), Derricks (for mining Oil), Factories (for producing other items) and Oil and Ore (to sell at the Station).

1.4 Object of the Game

Each player seeks to become wealthy and powerful enough to rise in rank in one of the companies in the game. Eventually a player can rise to the point where he can purchase a station and start his own company. These top few players are the Lords Of Space.

Becoming a Lord Of Space is no easy task. Players will compete for the best planets. Raiding other players planets is not unheard of. Wars can break out. Fluctuations in production can cause the prices of goods to vary.

2. Tour

This section is written assuming that you are logged into the system so that you will be able to compare what you see on the screen with the directions given below. Please follow along with the instructions as we give you a quick run through of how to get around in Lords Of Space.

In the Game Floor, there are two pads associated with LOS. One is labeled SHIP and the other STATION. Pressing the trigger on STATION will enter you into one of the Space Stations in the Sevateem Empire.

You must have your LOS disk in your disk drive (or in your ramdisk) to enter a Station or the Galaxy. The 1st time you play, it is best to enter a Station first (if you have already gone into the Galaxy, don't panic, just skip to the end of this section read how to get back to a Station).

2.1 The Station

When first enter Lords Of Space, you will appear at the Space Station owned by the Empire.

A message will appear at the top of your screen saying "Locating Player Ship". Since you do not have one yet, the Empire will supply you with one and another message will appear stating that your ship cannot be found, and that one is being created for you.

When this is complete, you will be informed by yet another message, indicating that you may proceed.

2.1.1 Screen Layout

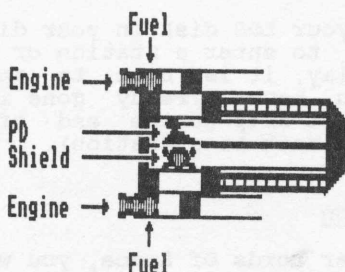
When you enter a Station, the top part of your screen shows the 1st deck of the station, with the very top-most line telling you the name of the station that you are in.

Below the deck is be a section of screen where your conversations appear. You can press START to flip part of that conversation area off, and have it display your Ship instead. Press START again to restore the large conversation area. For now, press

START until you can see your ship (once or twice will be enough).

2.1.2 Ship Layout

As a starting player, you are supplied with a ship and 10,000 Stellers. You will use the money to purchase additional equipment for your ship and planets. But first, you must become familiar with what your ship looks like.



At this point the ship will be displayed in the bottom right corner of the screen. It will have 2 Engines, 2 Fuel, a Planetary Defense (PD) and a Shield. Your ship also has several empty spaces. Additional items are placed into these spots as you buy them (we will get to that later).

Besides START, OPTION also works in a very similar manner to OPTION in the GCP City, allowing you to issue terminal commands from almost any location. The complete list of commands available is given in the section on Terminals, but you should at least be aware that LOGOFF and GOTO GCP are available here.

2.1.3 Exploring Deck1

In the Deck section of your screen, you will see your droid in the alcove labeled GCP. This is the transporter chamber which will return you to the Game floor of the GCP City. To the left is another alcove,

labeled Ship. This will transport you and your ship to the Galaxy (don't do it yet!).

There are a number of other icons visible in this section of the deck, and there is more of the deck that you cannot see without moving. This section will briefly point out what each of the items is, so that you will recognize them later. Don't worry about having to memorize them all now; just refer back to this section if a question comes up.

Between the GCP and SHIP alcoves is a help icon. The small red line under the icon is the pad you must stand on when you press the trigger. These small red lines work just like the pads in the GCP City, but have been miniaturized (isn't technology wonderful?).

On either side of the alcoves are two doorways, numbered 2 and 3. These are the entrances to Tubes 2 and 3, which we will get to later.

Between the GCP alcove and the entrance to Tube 3 is a bulletin board labeled 'Rpt'. This bulletin board will allow you to read the mail which is sent to your planets (this is explained in more detail in the section about Activity Reports).

The icon to the right of Tube 3 entrance is a wall communicator (see the speaker grid and the control buttons under it?). These communicators act just like Phones in the GCP City, so we will call them Phones from now on.

To the right of the Phone is an Input box, where you can post your suggestions or complaints.

Since this is just about all you can see from the alcove, it is time to take a walk. The Deck is circular, like a ring, so if you walk in either direction long enough, you will end up back where you started. The next icons we will mention are to the left, so please walk that way.

Just to the left of the entry to Tube 2 is the station where you buy and sell the goods for your ship. Do not select it yet, as we will get back to it later.

The next icon is where you can buy a new Hull for your ship. There are 5 classes of Hulls; the one you start with is the smallest. As you expand and

prosper, you will be able to buy successively larger Hulls.

The Bank is the next icon. This is where you can borrow money or repay your loans. The 10,000 Stellars you receive to begin with are a loan from the Seva-teem Empire. More information on loans will be presented later.

Next to the Bank is the entrance to Tube 1. To its left is a Terminal, which functions in the same way as a terminal in the GCP City.

The LOS NEWS bookcase is the next icon over. Its purpose is to dispense news about the game, including new and changed features.

Continuing on, you will see the Input icon we mentioned before. Keep going and you will see the GCP transporter chamber that you arrived in.

This concludes our tour of Deck 1.

2.2 The Galaxy

There are several ways to enter the Galaxy. The simplest and most common is to enter the alcove labeled SHIP on Deck 1 of the Station and press the trigger. Your disk will access, and then you will receive the message from the system saying "Locating Player Ship". Your Ship will appear in the right half of your screen. Next your (x,y) position in the Galaxy will appear and the contents of this Sector will show up on the left side of your screen. When the cursor appears on your ship, you can move.

2.2.1 Talking to other players

When you are in the Galaxy, you will be able to communicate with other players in the same area with you by typing on the keyboard. The following rules explain who will be able to hear you (if they can hear you, you can hear them).

When in the Sector, you will not be able to see or hear any other players. You can still use the phones, but you cannot talk just by typing on the

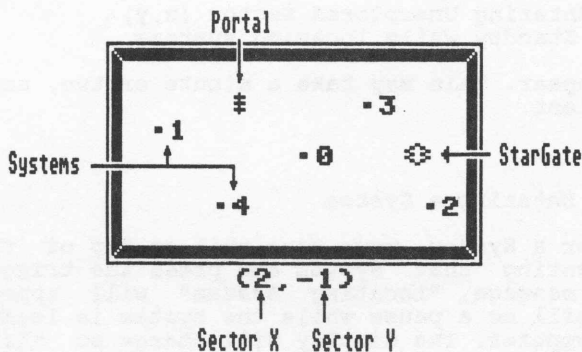
keyboard.

When in a System, everyone in the same system who is NOT in the Sector or on a Planet, will be able to hear you.

When on a Planet, everyone on the same Planet will be able to hear you.

2.2.2 Sector Map

The ship will look the same as it did in the Station. The START key will move you between a full screen of text and the graphics screen. The Sector map will display the location of the various Systems, the StarGate and a Portal. An example Sector is shown below.



2.2.3 Back to the Station

To return to the Station move the ship onto the Portal and press the trigger.

If you do not have a portal in your sector, you must move back to a Sector which does have a Portal, or return to the station via a terminal command. To do this, press OPTION and then type 'GOTO STATION' and hit RETURN.

2.2.4 Changing Sectors

You can move from one sector to the next by moving your ship to the edge of the Sector map and pressing the trigger. This will move you into the next sector in that direction. So, if you moved your ship to the right edge of the Sector map, you would move 1 sector to the right, so the X coordinate of the new sector would be 1 larger than the X coordinate of your current sector.

Normally you will be entering a sector that has already been explored. In this case, the message "Entering Sector (x,y)" will appear. There will be a pause while the sector is loaded and then the new sector map and (x,y) position will appear. You will now be able to explore the systems and planets in this sector.

When you enter an unexplored sector, the message:

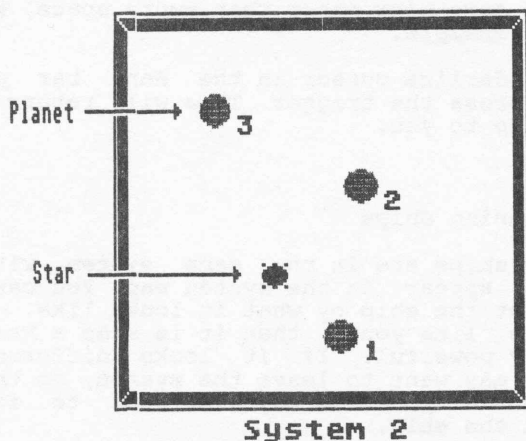
Entering Unexplored Sector (x,y)
Standby while locating systems

will appear. This may take a minute or two, so please be patient.

2.2.5 Entering a System

To enter a System, move your ship on top of the dot representing that System and press the trigger. The system message, "Locating System" will appear and there will be a pause while the system is loaded into your computer. The display will change so that your ship is on the left and the system map is on the right.

Each System has 1 Star and 1 to 5 Planets. Your ship will have a cursor around it, and any other ships in the system will be displayed. A typical system is shown below:



2.2.6 Leaving a System

To return to the sector, just move your ship off any edge of the system map.

2.2.7 Target Cursor

Move your ship somewhere in the system, but not on a planet. Press the trigger. The cursor that appears is called the Target Cursor. It is used to select the item that you want to shoot at, scan, etc.

2.2.8 Menu Bar

Move the target cursor into empty space and press the trigger. The line that shows up at the top of your screen is called the Menu Bar. It will show up whenever you press the trigger when the Target cursor is on the screen. Normally, you will place the Target cursor on something other than empty space, but this is just an example.

Move the underline cursor in the Menu bar over to Abort and press the trigger. This will return control of your ship to you.

2.2.9 Scanning Ships

When other ships are in the same system with you, they will appear in the system map. You can tell a little about the ship by what it looks like. If the ship looks like yours, then it is also a Mark 1 and is not very powerful. If it looks different from yours, you may want to leave the system, so that they cannot shoot at you. You may also want to find out more about the ship.

To Scan a ship, press the trigger on your joystick. A cross hair cursor will appear in the center of the system map. Move it onto the ship you want to scan and press the trigger again. A menu will appear at the top of the screen. Select 'Scan' and press the trigger once more.

The Scan of the ship will supply you with a quick rundown of what the other ship is like. A sample scan is shown below:

```
BUCKET_OF BOLTS (Empire) Mk3  
Lasers: 9   Shields:12
```

This shows the ship's name is BUCKET_OF BOLTS, its owner belongs to the "Empire" company and the ship is a Mark 3. Also, the strength of its Laser attack is 9, and its Shield strength is 12.

(Just for comparison, the maximum attack that a Mark 1 Ship can have is 2. A Mark 1 Ship can also only have 2 Shields. So be careful if you run into a Mark 3 Ship!)

2.2.10 Surveying Planets

The primary objective in Lords Of Space is to own planets so that you can exploit their resources. This means that you will want to be able to find out which are 'good' planets (high in resources) and which are 'bad' planets (low in resources). You get this information by Surveying the planets.

To Survey a planet, press the trigger on your joystick. A cross hair cursor will appear in the center of the system map. Move it to the planet you want to survey and press the trigger again. A menu will appear at the top of the screen. Select 'Scan' and press the trigger once more. A message will appear on the bottom of your screen. The examples below illustrate the format of the message.

Example 1: unowned planet

```
#:2 PD:0   SH:0   ENG:67 OIL:97 ORE:63
```

In the example above, the #:2 indicates that it is the 2nd planet in the system. PD:0 shows that it has no planetary defense. SH:0 shows that it has no shields. ENG:67 shows it has an energy rating of 67%. The availability of Oil (97%) and Ore (63%) is given by OIL:97 and ORE:63.

Example 2: planet owned by ship PIQUANT, who is a member of the CRE company

```
#:2 Owner: PIQUANT (CRE)
PD:0   SH:0   ENG:67 OIL:97 ORE:63
FACTORIES:0 DERRICKS:2 MINES:0
```

This example is of a planet that another player owns. It is high in OIL, so the player has purchased 2 DERRICKS to extract that oil.

Example 3: planet owned by PIQUANT and shielded

```
#:2 Owner: PIQUANT (CRE)
PD:0   SH:2   ENG:-- OIL:-- ORE:--
```

In this example, the planet has SHIELDS, so the survey will not tell you what the resource levels are, or how many FACTORYs, MINES or DERRICKS are

on it.

(HINT: keep track of any UNOWNED planet you find which has an OIL or ORE rating of 90 or better. You may want to colonize it).

2.2.11 Wanted: Planet to Colonize

The rest of the Tour section will assume that you have located a planet which you will want to capture and set up your production on. So do not read the rest of this section until you have located a planet with the following characteristics:

- The planet is unowned (i.e. there is no Ship name when you survey it)
- The planet has PD:0 and SH:0 (no planetary defense and no shields)
- The planet has good OIL or ORE (>95 is excellent, >90 is good, >80 may be acceptable)

It may take some time to locate a planet which meets these criteria, since other players will also be looking for good planets. So you should survey all the planets in this system, looking for one.

It is almost certain that you will not find one in the first system that you enter. If that is true, leave the system (by moving your ship off the edge of the system map) and enter another system. Explore the planets in that system. Continue this until you have explored all the systems in this sector, or have found the planet you are looking for.

It may be that you will not find a free planet in the sector that you started in. If that is so, don't be discouraged! The galaxy is VERY large, and there are lots of planets out there for you. Just move into another sector (by moving to the edge of the SECTOR map and pressing the trigger). Make a note of the (X,Y) for the sector that you started in.

2.2.12 Planet Found!

If you have gotten this far, we will assume that you have located a planet which you can colonize. The first thing that you should do is make a note of where the planet is (sector, system and planet numbers). For example, if the planet is number 2 in system 0 of sector (2,-1), we will write it as:

[(2,-1) 0 2]

You should also make a note of which resource is the best on the planet. For now, we will only be concerned with OIL and ORE. In the rest of this section, we will assume that you found a planet with a high OIL rating. If you found one which is high in ORE, the same procedure will apply; just substitute MINE wherever we say DERRICK.

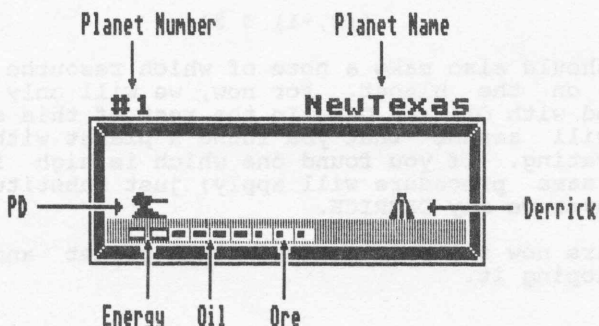
You are now ready to capture the planet and start developing it.

2.2.13 Entering a Planet

A beginning player should be very careful about visiting any planet which has any PD on it. The planet may open fire immediately, causing great harm to your ship.

Once you have found a planet with 0 (or almost 0) PD, you can enter it by moving your ship onto it and pressing the trigger. The system message "Entering Atmosphere" will be displayed. There will be a pause while the planet is loaded into your computer, and then your screen will shift again to show your ship on the right and the planet and sector on the left.

The picture below shows a section of a typical planet. For purposes of illustration, we have included a PD, Derrick and given the planet a name. The planet which you will be landing on should NOT have any of these things.



2.2.14 Leaving a Planet

To leave a planet and return to the system, just move the ship off the top of the planet map.

2.2.15 Planet Resource Bar

The planet will have a 'resource bar' displayed on it. This bar gives some of the same information that the planet survey did. There is one section of the bar for each type of resource on the planet. The sections are: Energy, Oil and Ore, in that order. There are 0-5 colored rectangles for each resource type. Energy is shown by light blue, Oil by red and Ore by mixed red and blue.

The length of each section shows approximately what the resource level for that particular resource is. The relationship is given by the chart below:

Length	Resource Range
0	< 10
1	10 - 29
2	30 - 49
3	50 - 69
4	70 - 89
5	90 - 99

For the planet described in the example above, there would be 3 light blue (Energy), 5 Red (Oil) and 3 mixed (Ore).

2.2.16 Surveying while on Planet

For those times when the resource bar is not detailed enough, or when you want to know who owns the planet, you can survey the planet. To do this, press the trigger. A cross hair cursor will appear. Move this cursor into the upper atmosphere (i.e. not on the surface of the planet or any other ships) and press the trigger again. When the "Launch Fire Scan Abort Select" choice comes up, select Scan and press the trigger once more. The same survey message will appear as appeared when you Surveyed the planet from the System.

2.2.17 Moving on Planets

Planets are circular. If you continue moving to the right or left, eventually you will arrive back at the point that you entered the planet at.

2.2.18 Capturing the Planet

In order to capture and colonize a planet, you must unload at least one PD onto it. Since you only start with one PD, that is all you can unload onto the planet to start, but you may want to put more down later (we will get to that when we go through outfitting for the return trip).

HINT: unload a PD onto an empty planet 1st, to capture it. Then survey the planet to make sure it is really yours before you unload Mines or Derricks onto

it.

2.2.19 Unloading Cargo

To unload your PD, land your ship on an empty spot on the planet. Press the trigger. A cursor will appear in your ship. Move it onto the PD and press the trigger. Move your ship into the atmosphere of the planet. The PD will disappear from your ship and will appear on the planet.

Next, you may want to unload your SHIELD so that other players cannot survey your planet and find out how good it is. If you decide to do that, land your ship on another empty spot on the surface and repeat the procedure for unloading, but select your SHIELD, instead of your PD.

When you return you will want to unload DERRICKS or MINES (DERRICKS if your planet is high in OIL, MINES if it is high in ORE).

WARNING: you CANNOT pick up items after they are unloaded; except for Oil Barrels, Ore Carts and Shuttles.

WARNING: if you unload anything onto another player's planet, he automatically becomes the owner of that item

2.2.20 Grace Period

Normally, other players can take your planets away from you by destroying all your PDs and unloading their own (and you can do the same to them). When you first start the game, however, you do not have enough resources to adequately defend your planets. But there is a solution.

In order to help new players get started, there is a proviso in the game that prevents anyone from attacking a planet which you discover and colonize for a 1 week period after you first capture it. You can use this time to build up a production base and to fortify the planet so that people will not attack it later.

2.3 Time to Outfit

You now know how to explore the galaxy, and hopefully have found a planet which you want to settle and defend. Since advancing in the game will require earning lots of Stellars, you will want to start production on your planet as soon as possible, so that it will be making money for you while you learning the rest of the rules.

You can buy the items you need back at the Station. For a starting player, you will probably want to concentrate on PDs and Shields (to defend your planet against other players) and Mines and Derricks (to produce the raw materials you sell). Keep careful track of what your planets are like; placing a Mine on a planet which is low in Ore is a waste of money. So: buy Mines for planets with Ore > 90 and buy Derricks for planets with Oil > 90.

Now you should return to the station and outfit your ship for the return trip to your planet. To return to the station, lift off the top of the planet map. This will put you in the system. Move off the edge of the system map to get back to the sector. If this sector does not have a Portal, move back to the sector that you entered the game at, because it will always have a Portal.

If you cannot remember where that sector was, or if you just want a quicker way to return to the Station, press OPTION and type "GOTO STATION".

2.4 At the Station Once Again

You should now be back on Deck 1 of the Empire Station. Move your droid to the front of the Goods menu (at your left), and press the trigger. After a moment of disk access, the lower left portion of the screen will display a menu of items which may be purchased.

2.4.1 Buying Goods

When you began the game, your ship had the items you needed to stake a claim on an unowned planet. But to actually produce on it and to defend it from other

players, you need to purchase some additional items.

The items shown are (from top to bottom): Laser, Engine, Fuel, Shuttle, Shield, PD, Factory, Mine, Derrick, Ore and Oil. The chart below may help to identify which are which.

**LASER****SHIELD****DERRICK****ENGINE****PD****ORE****FUEL****FACTORY****OIL****SHUTTLE****MINE**

Make your selection by moving the red selector with the joystick and pressing the trigger. Only 5 of the items are visible on the screen at one time, so just move the selector up and down to scroll the display until you are at the one you want.

At the very bottom of the menu is a window showing a section of Deck floor. You exit the menu by moving the selector into this area and pressing the trigger.

Example 1: Buying Derricks

Let's assume that you have found a planet which is high in Oil. In that case, you will want to buy a few Derricks to extract that oil for you.

To find out how much a Derrick costs, move the selector down until it is on the same row as the Derrick (move the selector down until the window scrolls and you see the Derrick symbol) and over to the Cost column, then press the trigger. The Item name and the buy and sell price will appear at the top of the screen, as shown below. (NOTE: The prices may vary from what is shown in this example).

Derrick
Buy for 500 Sell for 250

To buy the Derrick, move the Selector into the Buy column and press the trigger. The system will prompt you to enter the number of Derricks you want to buy. Let us assume that you want to buy two. Type '2' on the keyboard (do not type the quotes) and press RETURN.

The System will place the Derricks in your ship and tell you how many Stellars you spent and how many you have left.

Example 2: Buying Shields

Derricks will produce for you, but that will not do you much good if another player comes along and steals your production. Among other things, Shields prevent other player's ships from landing on your planet, and if they can't land, they can't steal your production (all this is explained in more detail later on). In any case, it might be a good idea to buy a couple of shields.

You can find out how much a Shield costs by moving your red selector onto the Shield row and into the Cost column. Press the trigger and the system will show you the shield cost (again, the prices may vary):

Shield
Buy for 360/Mk# Sell for 240/Mk#

This shows that Shields are one of the items purchased by 'Mark Number'. The Mark number specifies how large and powerful the item is. A Mark 1 item is the largest that will fit into a Mark 1 Ship (which is what you start with), so you cannot buy a Mark 2 or bigger Shield until you get a Mark 2 or bigger Ship.

The price for the Shield is determined by multiplying the price/Mk# by the Mark number you want to buy; so a Mk 1 Shield costs $360 * 1$. If you already had a Mk 1 Shield, you could sell it back to the Station for 240 Stellers ($240 = \text{Sell price/Mk\#} * \text{Mk 1}$).

To buy the Shield, move the Selector into the Buy column and press the trigger. The system will prompt you to enter the number and Mk # of the shields you want to buy. Let us assume that you want to buy two Mk 1 Shields. Type '2 1' on the keyboard (do not type the quotes) and press RETURN.

The System will place the Shields in your ship and tell you how many Stellers you spent and how many you have left.

Example 3: Buying PDs

Just when you thought you were all set buying Dericks to produce, and Shields to defend, along comes this example to tell you that you might want to buy something else! Yes, it is true; Shields will prevent ships from landing on your planets and stealing your production, but armed ships can knock down your shields with their lasers and Shuttles can penetrate your shields and raid your production. So, you may also want to buy PDs which will attack all ships and shuttles that try to attack or steal from your planet.

Buying PDs is very much like buying Shields. PDs are also purchased by Mark Number, and you can still only buy Mark 1 items because you have a Mark 1 Ship. So, select the PD row and the Cost column to find out how much PDs cost. Then buy some (about 2, more if you think your planet is likely to be attacked).

2.5 Outfitting Complete

That is all there is to buying goods. The other items in the Goods menu will be explained in later sections. For now, your ship has everything you really need to start. Your next step will be to deliver these items to your planet and get your production started.

To exit the Goods menu, move the selector down to the

Deck portion of the menu and press the trigger to return to the deck.

2.6 Colonize your Planet

You should now return to the galaxy. Move your droid into the Ship alcove and press the trigger. Then proceed to the planet you found before, or go exploring for a new planet.

When you get to the planet, survey it to make sure that no one else has claimed it while you were gone. This is important, because if you unload your cargo onto someone elses planet, it becomes theirs and you cannot get it back!

Once you have determined that the planet is either unowned or belongs to you, land on it and unload the cargo you bought. Remember, you want to unload Derricks onto planets that have a high Oil rating (90 or better) and Mines onto planets with a high Ore rating (90 or better).

Just to review, to unload an item, follow these steps:

- Land your ship on an empty spot on the planet
- Press the trigger
- Move the cursor onto the item you want to unload
- Press the trigger
- Lift your ship up to see that the item really was unloaded

Unload your Mines or Derricks, your PDs and your Shields. You now have your first producing planet! Congratulations!

2.7 Leaving the Game

Your planet will take some time to produce (several hours, at least), so you will not be able to pick up

any cargo until later today or tomorrow. Don't worry, you do not have to stay logged on. Remember, Lords Of Space is a continuing game; you can leave it at any time and then pick up where you left off next time you log on to GCP.

So, now you can log off, return to GCP or continue to explore the galaxy or the station. We suggest that you skim over the rest of this manual sometime in the next few days. It contains much more information that will help you get the most out of the game.

3. General

This section will explain the topics which are common to the Galaxy and the Company stations. You should be able to read through it once quickly, to familiarize yourself with the basics, and then use it as a reference when a question arises.

3.1 Companies

Companies form the basis of large scale teamwork between players. Every player in the game belongs to one company or another. Every company in the game is run by a player. Every player has the opportunity (if he is very good) to form his own company and recruit other players into it.

For smaller scale teamwork, players can form private alliances with other players, regardless of company affiliations. See the section on "Allies".

3.1.1 Portals

When first discovered, Portals are only weak areas in the fabric of space. They are the points where travel is possible between dimensions. Companies purchase the rights to these areas and alter the characteristics of space at that location to allow ships to enter the Portal and arrive at the Company Station.

Each Company only has one Station; all Portals owned by that Company take you to the company Station. When you leave the Station, you will be placed back in the Galaxy in the last sector you were in which contained a Company Portal.

For security, only those ships belonging to that Company may enter a Company owned Portal. The only exception to this is the Empire: any player can enter an Empire portal and arrive at the Empire Station.

3.1.2 Stations

Every company in the game owns a Station. The Station in which starting players appear is the Empire Station. (This is because starting players arrive from the Empire and are automatically enrolled as employees of the Empire.)

3.1.3 Loans

Most Companies are willing to lend their players money in order to let them set up their planets. Starting players receive this money from the Empire, in the form of a Ship and a 10,000 Stellar loan.

Companies (and the Empire) do not lend money for completely selfless reasons, though. When you owe money to a company, that company will raise the prices of the goods you purchase from the company. The amount that the prices are raised will depend on the amount of the loan, and the financial structure of the Company. More detailed information on what these costs are is available in the Company Menu in any Station (see the section on Stations for more detailed information).

3.1.4 Discounts

Generally, Station owners give discounts to their members on the purchase of any Goods from the Company Station. This discount is automatically reflected in the purchase price listed in the Goods Menu, when you select Cost.

3.1.5 Policies

Each company can form its own rules of acceptable behavior for its members. Some companies may allow raiding of planets owned by members of the same company; other companies may post rewards for the destruction of players performing the same actions. Before you join a company, you should read the rules of conduct for that company. These rules are available through the Company menu at any Station (for more information, see the section on Stations).

3.1.6 Starting Players

When a player first enters the game, he is automatically a member of the Imperial Resource Service (usually referred to as Empire). This company is very informal, mainly due to the fact that the Empire does not really care what goes on so long as it gets its quota of raw materials.

In addition to allowing starting players to do pretty much anything they want to each other, the Empire is greedy. This is reflected in the fact that it does not give its members a discount on goods purchased from its Stations, the way many other companies do.

3.1.7 Joining Companies

After playing the game for a time, a player may decide to change companies. This may happen for a number of different reasons. Other companies often offer discounts on items purchased by their members, which can save quite a bit of money over a period of time. Another company's portal may be more conveniently located with respect to the player's planets, saving him travel time. Also, a player run company may offer better teamwork and information services than the Empire.

Player run companies will usually accept players from the Empire and allow the player to transfer any debt they owe to the Empire over to the Company. Players may NOT switch back to the Empire, or to another company, after they have joined a player company, until they have paid off all their debts to that company.

3.1.8 Ranks

Each player in the game receives a rank in his company. This rank is dependent on many factors, such as industriousness, the size of the player's ship, the amount of money the player has, etc. The primary factor, in the long run, will be the productivity of the player, and how much it has benefited the company. This is measured by the total value of the goods sold to the Company Station by that player.

Ranks form a way to compare your progress against

other players in your Company. In addition, many companies offer rewards to players based on their ranks, such as larger credit limits and low interest loans.

3.1.9 Starting a Company

As stated before, Companies are run by players in the game. Owning a company bestows on the player the highest rank available: Lord (hence, Lords Of Space).

There is only one prerequisite for starting a company: you must be able to purchase a Station (prices vary, but generally Stations cost upwards of 1,000,000 Stellers). Once the player has 1,000,000 Stellers, he may make application to the Empire and he will receive the necessary information on purchasing and operating a Station.

3.2 Goods

Goods are those items which can be purchased from the Goods Menu in a Station. You should already have some experience in this from the Tour in Section 2. Specific examples will also be given in the section on Stations, later in this document. This section gives a little background on the various types of Goods and what they are used for.

3.2.1 List of Types and uses

Each item which can be purchased has specific characteristics which are used in the game. They generally divide into 3 classes: Ship Parts which are used to outfit your ship, Constructs which are placed on a planet to be used for defense or production, and Raw Materials which are sold or used to produce other Goods. There is some overlap in these categories, but generally that is how the Goods perform.

All the goods in the game are listed below, in the order they appear in the Goods Menu on Deck 1 of each Station.



Laser -- Ship Weapon, used to attack other ships, bombard planets and attack Constructs on the surface of planets.



Engine -- provides power to the Ship's Lasers and Shields, also provides the motive force for moving through StarGates.



Fuel -- used by Engines when making long jumps through StarGates.



Shuttle -- multi-purpose small ship which can be used to quickly load cargo from your planets, or raid, attack or scout other players planets.



Shield -- defensive force field generator used to defend both Ships and Planets.



PD -- planetary defense installations, which automatically return fire on ships which attack the planet, or enemy shuttles which enter the atmosphere.



Factory -- automated factory complex which can produce any of the other goods in the game.



Mine -- automated mining facility to extract Ore from a planet for sale or use by Factories.



Derrick -- automated drilling facility to extract Oil from a planet for sale or use by Factories.



Ore -- raw material to be sold to the Company Station or used by player Factories.



Oil -- raw material to be sold to the Company Station or used by player Factories.

3.2.2 Mark Numbers

The following Goods have 'Mark Numbers' which are a rating of the size and power of the item: Lasers, Engines, Shields and PDs. The Mark Number determines the strength of the item and involves some restrictions on which ships can carry which items (see next section).

For example: A Mark 3 Laser has an attack strength equal to that of 3 Mark 1 Lasers. It also costs 3 times as much, but only occupies 1 Laser Slot in a Ship (but the ship must be a Mark 3 or larger in order to mount the laser).

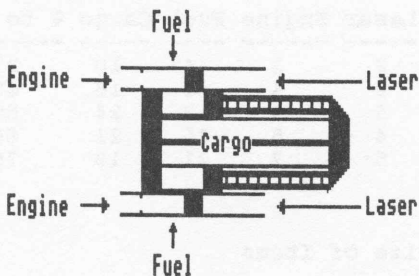
3.3 Ships

Each Player receives a ship when he enters the game. As the player advances in the game, he will be able to afford successively larger ships, but he may never have more than one ship.

When a player's ship is destroyed, the player is out of the game. He may begin again, with a new ship, but all the planets he owned before will not recognize him as the owner, and will defend themselves against his new ship.

3.3.1 Slots

Each ship contains 'slots' which determine what items can be placed in the ship, and where they can be placed. For example, a Mark 1 ship has 2 Laser slots, 2 Engine slots, 4 Fuel Slots and 10 Cargo Slots.



Lasers, Engines and Fuel can only be placed in their respective Slots. All other items are placed in the Cargo Slot. Therefore, a Mark 1 ship may have up to 2 Mark 1 Lasers, 2 Mark 1 Engines, 4 Fuel and 10 Dericks (specific limitations on each item type are given below).

3.3.2 Mark Numbers

A Ship, like some Goods, has a 'Mark Number', which is a rating of the size of that ship. Ships range from a Mark 1 (which is what a starting player gets) to a Mark 5. The relative sizes are indicated by the Mark number (i.e. a Mark 5 is 5 times as large as a Mark 1).

These are what the different Mark Number Ships look like in the galaxy.



3.3.3 Comparison Chart

The 5 available Ship Sizes are compared in the table below. The number of each type of Slots they contain is listed. The last column indicate the percentage chance that the ship will be hit when fired upon in combat (smaller ships are hit less frequently).

Mk#	Laser	Engine	Fuel	Cargo	% to hit
1	2	2	4	10	25
2	2	4	8	16	40
3	3	4	12	24	50
4	4	5	15	21	66
5	5	7	21	18	75

3.3.4 Max Size Of Items

The Mark Number limits the size of the items which can be loaded into the Ship.

For goods with a Mark number rating (Lasers, Engines, Shields and PDs), the maximum allowable Mark number for the item is the Mark number of the Ship. Therefore, a Mark 3 Ship may contain Mark 1, Mark 2 or Mark 3 items (or any mixture of those Mark Numbers), but cannot contain Mark 4 or Mark 5 Items.

For Fuel, Factories, Mines and Derricks, one item can be placed in each slot for each Mark Number of Ship size. Therefore, a Mark 3 Ship can place 3 Factories into a single Cargo Slot.

For Shuttles, Ore and Oil, 10 items can be placed in each slot for each Mark Number of Ship size. Therefore, a Mark 3 Ship can place 30 Shuttles into a single Cargo Slot.

Goods Placement Summary

Name	Slot Type	Max # per Slot	Max Mark Number
Laser	Laser	1	Ship Mk #
Engine	Engine	1	Ship Mk #
Fuel	Fuel	Ship Mk #	N/A
Shuttle	Cargo	10 * Ship Mk #	N/A
Shield	Cargo	1	Ship Mk #
PD	Cargo	1	Ship Mk #
Factory	Cargo	Ship Mk #	N/A
Mine	Cargo	Ship Mk #	N/A
Derrick	Cargo	Ship Mk #	N/A
Ore	Cargo	10 * Ship Mk #	N/A
Oil	Cargo	10 * Ship Mk #	N/A

N/A = not applicable (this type of Goods has no Mark Number)

3.4 Production

Production is at the very heart of Lords Of Space. Each planet contains levels of Energy, Oil and Ore which can be used to produce raw materials. These raw materials can then be sold, or the player may manufacture finished goods from the raw materials and then use the goods or sell them.

3.4.1 Basics

Production is run in "real time", which means that the length of time it takes to produce an item is a number of hours, not a number of "turns". This means that the items on your planets produce every 3 hours (depending on what the planet is like), whether you are logged into GCP or not. It also means that you do not get more production just by staying logged in longer, so it is difficult to "buy" a win just by being connected to GCP more than anyone else.

There are two types of production: raw materials and finished goods. Mines and Derricks produce raw materials, based on the resource levels of the planet they are on. Factories produce finished goods, using the Energy of the planet and stockpiled raw materials (factories can also extract raw materials when the stockpiles are depleted).

Items that are produced stay inside the Mine/Derrick/Factory until a ship lands there and loads the Ore/Oil/Goods. Shuttles can also pick up Ore and Oil from the planet.

3.4.2 Stockpiles

Raw materials can be stockpiled beneath a planet's surface, where it is safe from being raided. Materials that are stockpiled can only be used by factories, they cannot be loaded back into a Ship or Shuttle.

Oil and Ore are automatically placed into the planet's stockpile when they are unloaded onto the surface of any planet which has at least one Factory.

3.4.3 Effect Of Resource Levels

Resource Levels determine the length of time it takes to produce an item. The Ore level determines how long it takes for a Mine to produce 1 Ore and the Oil level determines how long it take for a Derrick to produce 1 Oil. The Energy level is used in a slightly different manner by Factories (see below).

The production time is 2 hours for a resource level of 99, and an extra 15 minutes for every point below 99. The following table shows the times for resource levels ≥ 70 (you probably don't want to try producing on planets with less than 70).

Level	Time	Level	Time	Level	Time
99	2 hr	89	4 hr, 30 min	79	7 hr
98	2 hr, 15 min	88	4 hr, 45 min	78	7 hr, 15 min
97	2 hr, 30 min	87	5 hr	77	7 hr, 30 min
96	2 hr, 45 min	86	5 hr, 15 min	76	7 hr, 45 min
95	3 hr	85	5 hr, 30 min	75	8 hr
94	3 hr, 15 min	84	5 hr, 45 min	74	8 hr, 15 min
93	3 hr, 30 min	83	6 hr	73	8 hr, 30 min
92	3 hr, 45 min	82	6 hr, 15 min	72	8 hr, 45 min
91	4 hr	81	6 hr, 30 min	71	9 hr
90	4 hr, 15 min	80	6 hr, 45 min	70	9 hr, 15 min

So, if you place a Mine down on a planet with an Ore level of 87 at 8pm on Tuesday and return at 11pm on

Friday (75 hours), the Mine will have just produced its 15th Ore cart (15 = 75 hrs/5 hrs per Ore).

So be careful where you put your Mines and Derricks! You do not want to place a Derrick on a planet that has a 95 Ore rating, but only a 27 Oil rating, because the Derrick will only produce 1 Oil every 20 hours!

3.4.4 Effect Of Overcrowding

Ore and Oil are stored inside the Mines and Derricks which produced them. This interferes with the production efficiency of the Mines and Derricks. This means that the time to produce each successive Ore or Oil will increase as the number stored in the Mine or Derrick increases.

To calculate what this effect will be, add 15 minutes for every Ore or Oil stored in the Mine or Derrick. So, if the 1st Ore took 4 hours to produce, the 2nd would take 4 hrs, 15 minutes, the third would take 4 hours and 30 minutes, the fourth would take 4 hours and 45 minutes and the fifth would take 5 hours and so on.

3.4.5 Factories

Factories are completely automated facilities which can take raw materials (Oil and Ore) and turn them into any item that you can buy at a Station (except Oil and Ore).

When you place a Factory on a planet, you must tell it what to produce. The factory will then use the stockpiled raw materials (see Stockpiling, below) and the Energy rating of the planet to produce the Goods.

3.4.6 Table of Requirements

Each type of Goods requires a different amount of Energy, Oil and Ore to produce. These amounts are shown below:

Item	Energy	Oil	Ore
-----	-----	-----	-----
Laser	5	4	4
Engine	2	3	1
Fuel	1	1	0
Shuttle	1	1	1
Shield	3	3	5
PD	1	1	1
Factory	90	85	90
Mine	3	4	7
Derrick	3	7	4

3.4.7 Calculating Production Times

Calculating how long it will take a Factory to produce an item is more involved than determining how often a Mine will produce. Essentially, you must determine the time it will take the Factory to produce all of the raw materials required to construct that item.

Oil and Ore will be extracted from Stockpiles when necessary, and can be extracted by the Factory at the same rate as a Mine or Derrick would if the Stockpiles are exhausted.

Energy is used by the Factory according to the resource level rate chart given above. Therefore, if the planet has an Energy resource level of 95, 1 Energy will be generated every 3 hours.

The time it takes to produce an item is determined as soon as the Factory starts to produce. Later additions to the Stockpile will NOT reduce the time it takes to produce the item currently in progress (but once that one is done, the next one may proceed faster because it can use the raw materials that have been added to the stockpile).

Obviously, Factory production is not something that you figure at a glance. In order to simplify it, try to keep the following things in mind:

1. It takes no time to get raw materials out of a stockpile, so keep your factory planets stocked up with raw materials.

2. Production times are limited by the amount of Energy which is required. Since Energy cannot be stockpiled, you cannot reduce that time. Place your Factories on planets that have a high ENG level.

If you do these two things, figuring the production time of a Factory is almost as easy as figuring the production time of a Mine or Derrick. Since it is not always that easy, here are some examples of how to calculate production times:

Example 1: Producing a Shield with adequate stockpiles

Assume that the player has a Factory on a planet with the following resource levels:

ENG:95 OIL:53 ORE:84

In order to produce a Shield, the Factory must combine 3 Energy, 3 Oil and 5 Ore. If the planet has at least 3 Oil and 5 Ore in its stockpile, it will not take any time to produce the Oil and Ore (it can just take them from the stockpile).

In this case, the Factory just has to produce 3 Energy, which takes 9 hours (3 hours each with a resource level of 95; see chart above). Therefore the stockpile would have had 3 Oil and 5 Ore removed and the Shield would have been produced in 9 hrs.

Example 2: Producing a Shield with inadequate stockpiles

Let us assume that the planet had some material stockpiled, but not enough. Let's say it has a stockpile of 25 Oil and 3 Ore. In that case, it takes no time to produce the 3 Oil it needs, and no time to produce 3 of the 5 Ore needed. So the Factory will still have to produce 3 Energy (taking 9 hrs, as calculated above) and 2 Ore (5 - 3 in the stockpile).

Each Ore takes 5 hours and 45 minutes to produce, so 2 Ore will take 11 hrs and 30 minutes. Since that is more than the 9 hrs it takes to produce the energy,

there is a 2 and a half hour delay in production because of the Ore shortage. The Shield is produced in 11 hours and 30 minutes.

Example 3: Producing a Shield with no stockpiles

If the player has nothing Stockpiled, it will take him 3 hours to produce each Energy (resource level 95), 13 hrs and 30 min to produce each Oil (resource level 53) and 5 hrs and 45 min to produce each Ore.

This is a total of 9 hrs for Energy, 40 hrs and 30 min for Oil and 28 hours and 45 minutes for Ore. Since the Factory is capable of produce all these items simultaneously, the length of time it will take is the maximum of these numbers; 40 hrs and 30 minutes.

3.4.8 Mark Numbers

So far, nothing has really been said about what Mark Number Shield the Factory produced in the above examples. The numbers shown for items that take Mark Numbers (Lasers, Engines, Shields and PDs) are for the production of 1 Mark Number of that item.

How do you produce a Mark 4 Shield? The answer to that is you do and you don't. The Factory will continue turning out Shield Mark numbers every 18 hours or so (with adequate stockpiles), but these Mark Numbers are not combined into a Shield until they are loaded into a Ship. When that happens, they are combined into the largest Shield that the ship can carry.

So, if a Mark 4 Ship lands on the Factory that was producing Shields every 9 hours for the past 100 hours, 11 Mark Factors (100/9) would be loaded into the ship. This would create 2 Mark 4 Shields and a Mark 3 Shield. Then next time the Ship landed on a Factory to load Shields, those factors would be added to the Mark 3 Shield to raise its strength.

3.4.9 Depletion

The production which has been discussed proceeds on a planetary scale and is very destructive to the environment of that planet. This is reflected by Depletion of resources.

Every time a Mine or Derrick produces a raw material, there is a 1 in 300 chance that the appropriate resource level will go down one. Therefore, if you have a planet with 20 Mines and a ORE level of 95, each Mine will produce every 3 hours. That means that every 3 hours, you have about a 6.7% chance that the ORE level of the planet will drop to 94. Of course, as production slows down, the speed at which the planet depletes will also decrease.

Depletion is one reason that you must continue to explore and expand your holdings if you want to maintain or increase your position in the game.

3.5 Combat

Combat is another important part of Lords Of Space. The detailed information on how to have combat is in the section on the Galaxy. This section merely gives an overview of the different types of combat and their relation in the game.

3.5.1 Ship to Ship Combat

Ship to Ship combat consists of Ships firing their Lasers at each other. The strength of the attack is equal to the sum of the Mark Numbers of all the attacking Lasers. Shields defend against Laser attack with the sum of their Mark Numbers. Both Lasers and Shields are limited in strength by the power supplied by the Ships' engines. For more detailed explanations and examples, see the section on the Galaxy.

Ship to Ship Combat is probably the most infrequent and least important type of combat in the game. It is infrequent because the Galaxy is a very large place and players will not often end up in the same system or planet with other players. It is not that important because it is very easy for a ship to retreat from combat, just by leaving the planet or system

that the other ship is in.

3.5.2 Ship to Planet Bombardment

One common type of combat is the bombardment of a planet by a ship. A ship may not enter the atmosphere of another player's planet if that planet has any shields. This prevents players from freely stealing the produced raw material and finished goods from each others planets.

In those cases when a player wants to steal goods, or when he wishes to capture the planet, he must knock down the planet's Shields. He can do this by bombarding the planet from the System with his lasers. The PD of that planet AND ANY OTHER PLANET IN THE SAME SYSTEM OWNED BY THE DEFENDING PLAYER will return fire on the the attacking ship. So be careful when you attack a planet; there may be other planets in the same system that will attack you.

3.5.3 Ship To Surface Attacks

Once the planet's Shields have been knocked down, the player ship can enter the atmosphere. At this point, he may want to knock out the PDs on the surface of the planet. Once all the PDs are gone, he can land his own PDs and capture the planet and all the items on it (Factories, Mines, Derricks, etc).

The PDs of an unshielded planet only will fire back at a ship when it attacks or steals something. While no other planets may assist a planet under surface attack, the PDs on the planet under attack will strike with twice their normal strength. This is due to the close range at which the combat occurs.

3.5.4 Shuttle Combat

Shuttles are a very common way to attack a planet, because a Ship can carry many more shuttles than lasers, they are relatively cheap and they can penetrate the planet's Shields and attack the PDs on surface of the planet.

The PDs (of the defending planet only) get the 1st shot at the Shuttles and each Mark # of PD can destroy up to 10 Shuttles (it is not easy to attack planets). Each remaining shuttle then has a chance to destroy the PDs on the planet.

If all the PDs on the planet are destroyed, the Shuttles will continue to wipe out the Shield generators so that the Ship can land.

3.6 Planets

Planets defend themselves against intrusion and attack by other players. Only the owning ship and it's allies (see below) can penetrate the planet's shields.

Planets will fire at ships under the following conditions:

- the Ship bombards the planet
- the ship launches shuttles against the planet for Raid, Scout or Attack
- the ship Scans, Fires or Lands on any item on the planets surface (the shields must have been down for the ship to get to the surface). Note: Allies (see below) are permitted to Scan and Load; the planet will not fire at Ally ships performing these actions

3.7 Reports

You will periodically receive reports generated by Lords Of Space in your GCP mail. These reports can be generated by your planets, when ships visit and/or attack them, when the resources of the planet deplete due to production and when your constructs on the planets break down from age. A sample report is shown below:

```
[(-5,3) 6 1] 01:09  
piquant Mk2 (CRE) Scanned Derrick with  
2 Oil
```


This report shows the planet is in sector (-5,3), system 6 and is planet number 1. The ship named 'piquant' of company CRE has a Mk 2 Hull. It scanned a derrick which contained 2 Oil, at 1:09 am.

You will also receive reports when other players transfer funds into your bank account.

3.8 Allies

Players can designate other ships to be their Allies. This will give those players the ability to perform certain actions dealing with a players planets. These abilities are:

1. Allies can SCAN through the shields on a player's planet and will be given the complete scan (as opposed to the normal situation where the Shields block much of the SCANNing information).
2. Allies can use the Shuttle mission, LOAD, with the player's planets to load Oil and Ore from the planet.
3. Allies can penetrate the planet's shields to land on the planet.
4. Allies can SCAN from the planet's atmosphere without being fired on.
5. Allies can load from the players Factories, Mines and Derricks without being fired on by the planet's PDs.

Obviously, making someone your ally gives them a lot of access to your planets, and allies can do great damage if they are not trustworthy. Be careful how you choose your allies.

3.9 Terminal Commands

You can play Lords Of Space without using the keyboard for anything other than talking to players, buying/selling goods and changing sectors. There are, however, quite a number of terminal commands which can be issued to make playing the game easier and more rewarding. They are presented here in 3 categories: those commands common to both the Station

and the Galaxy, commands only valid in the Station
and commands only valid in the Galaxy.

3.9.1 Common commands

This section lists those commands which can be issued anywhere in Lords Of Space. It should be pointed out that several of them are the same as the commands you can issue in the GCP City.

CAPTURE This command lets you capture, to your disk or printer, any information that shows up in the conversation part of your screen. The command requires the name of the device or file you want to capture the information to.

Examples:

CAPTURE P:
captures information to your printer

CAPTURE D:TEST.CAP
captures information to the disk file TEST.CAP. Make sure that you include the D: in the name, that you type the name in all upper case and that the disk is not write protected.

NOTE: capture remains on until you turn it off by issuing the terminal command "CAPTURE" with no arguments, or until the next time you access your disk drive (such as entering a menu or a deck in the station, or leaving the galaxy).

CHECK MAIL Tells you how many pieces of new mail you have waiting.

CLEAR This command clears the message portion of the screen.

DIR does a disk directory of the disk in your drive.

GOTO GCP returns you to the Game Floor in the GCP City.

LOGOFF Logs you off GCP. You can do this from anywhere in Lords Of Space and you will pick up where you left off next time you enter the game.

NAME SHIP Names your ship. This command requires that you type the desired ship name on the same line as the command, i.e. 'NAME SHIP DeathStar'. Ship Names must be unique (i.e. no two players can have the same ship name). Ship Names must be a single word, not more than 15 characters. You may not change your ship name once you have set it.

SETDRIVE Sets the drive number to go along with a particular GCP disk. This allows you to specify which drive you have a disk in. For example, you can say that the CITY disk is in drive 2 by typing the command: "SETDRIVE 2 CITY".

SHOW ALLIES Lists the ship names and company affiliations of all your allies.

SHOW CARGO Displays a list of all the items in your cargo hold. The types of items and the (x,y) location in your cargo hold are given. This (x,y) location is based on the upper left corner of the ship being (0,0), with x increasing to the right and y increasing as you go down.

The output of a typical SHOW CARGO command is shown below:

```

-----
                Outsider Cargo
-----
Factories: 0      Mines: 0      Derricks: 0
Oil: 0           Ore: 14       Shuttles: 0
-----
                Shields:
(5,6) Mk 1
-----

```

This example shows that the name of the ship is "Outsider", it is not carrying any Factories, Mines, Derricks, Oil or Shuttles. It does have 14 Ore and 1 Shield in the Cargo bays.

SHOW MAP

This command will print out a map of the sectors you have explored. Since the galaxy is very large, you must enter a sector (x,y) to indicate what part of the galaxy you want to display. This will ONLY show the sectors that you have been to.

Example:

SHOW MAP (0,0) will give a display something like:

```

15 ----- 0 ++++++ 15
2              *
1             ****
0              * **
-1             **
15 ----- 0 ++++++ 15

```

Each '*' indicates that you have explored the sector at that location.

This example shows that the player has explored the following sectors:

```

(5,2)
(2,1) (3,1) (4,1) (5,1)
(4,0) (6,0) (7,0)
(2,-1) (3,-1)

```

SHOW OWNED

This command will show you the information about all the planets that you have explored that were owned by a particular

ship. NOTE: The information it prints out shows what the planet was like the last time you explored it, which is not necessarily what the planet is like now.

This command takes the name of the ship you wish to search on as an argument. For example:

SHOW OWNED DeathStar

will give the information about the planets owned by the ship DeathStar. (NOTE: this is a good way to list your own planets too, just type in the command with the name of your ship)

SHOW SECTOR This command will list all the planets that you have explored in a certain sector. The sector (x,y) must be supplied as an argument when you type the command.

For example:

SHOW SECTOR (0,1)

will show the information about all the planets in sector (0,1). Each planet that you own is marked with a '*', and each planet that another player owns is marked with a '+'.

NOTE: The information it prints out shows what the planet was like the last time you explored it, which is not necessarily what the planet is like now.

SHOW SHIP This command prints out the information about your ship. For example, SHOW SHIP may give a display like this:

```

-----
Name: Outsider          Company: GEMco
Hull: 1                 Fuel: 1      Jump:3.0(2.0)
Engines: 2             Lasers: 2    Shields: 1
Stellars: 1452
-----

```

```

-----
                        Lasers:
(7,8) Mk 1           (7,3) Mk 1
                        Shields:
(5,6) Mk 1
                        Engines:
(3,8) Mk 1           (3,3) Mk 1
-----

```

This shows that the Ship name is "Outsider" and that it belongs to the "GEMco" company.

It has a Mark 1 hull, with only 1 fuel. The farthest distance that the ship is ever capable of jumping is 3.0 sectors, but it is limited to a jump of 2.0 sectors because of a lack of fuel.

Outsider's engines can produce 2 power, its laser attack has a strength of 2 and its shields have a strength of 1.

Outsider has 1452 stellars in the Bank.

The ship parts are listed individually below the dashed line. For each part, the Mark number and the position inside the ship is shown. The position is given as (column,row). The columns start at 0 on the left of the ship and count up as you go right. The rows start at 0 at the top of the ship and count up as you go down.

TIME

Displays the current time and the length of time you have been connected to GCP.

W

gives a brief list of the logon name and location of everyone on GCP.

WHO

Shows the logon name and location of everyone on GCP.

3.9.2 Station only commands

This section give terminal commands that can only be issued from inside a Company Station.

GOTO DECK This command will take your droid to the indicated deck number. You must type the deck number on the same line as the rest of the command. For example:

GOTO DECK 1

will take your droid to deck 1 of the station you are in.

GOTO SHIP This command will enter you into the Galaxy from anywhere in the station.

SELF DESTRUCT Destroys your ship, which removes you from the game. Your ship will only be destroyed when you leave the Station. Any action to buy items for your ship will abort the self destruct sequence. This is the command to issue if you want to start over. Just 'SELF DESTRUCT', return to the GCP Game Floor with 'GOTO GCP' and then reenter the Lords Of Space Station. You will then be given a new ship.

3.9.3 Galaxy only commands

This section lists those commands that can only be issued in the Galaxy.

GOTO STATION This command will take you to your company's station from any point in the Galaxy. When you return to the Galaxy, you will return to the sector which you were in the last time you used a Company Portal (which is not necessarily where you were when you issued the 'GOTO STATION' command).

NAME PLANET This will name the planet that you are on. You must be in the planet's atmosphere or on its surface to name it. Also, you must own the planet. Planets cannot be renamed once they are named. Planets MAY have duplicate names (i.e. more than one planet can be named the same thing).

PHONE ANSWER This allows you to answer a phone call from another person on GCP. Once you issue this command, anything you type on the keyboard will be sent to the person who is calling you.

The other person may be almost anywhere in GCP, he does not need to be playing Lords Of Space.

PHONE CALL This command allows you to call another person on GCP. The other person may be almost anywhere in GCP, he does not need to be playing Lords Of Space.

After you type 'PHONE CALL', the system will ask you to type in the logon name of the person you are calling.

PHONE EXIT This command exits you from the phones in the Galaxy. You must issue this command after you are done with your phone conversation (even if you have hung up), or else you will not be able to use the keyboard to talk to other ships in your system/planet.

PHONE HANGUP This command hangs up on everyone in your current phone call. You will still need to get out of the phones (by issuing the 'PHONE EXIT' command) before you will be able to use the keyboard to talk to other ships in your system/planet.

PHONE OPER This command will call any SysOp who is available at this time. The SysOp will answer the phone at his earliest

opportunity.

4. The Station

All the Stations in the game are built from the same master plan, and therefore they all look the same. The only differences between Stations are those set up by the owner, such as the cost of Goods, the interest rates of loans, etc.

There are several decks in each Station and the Tour section only showed you the first one. You can move from deck to deck through the 3 numbered doorways on each deck. These doors take you into the 3 Tubes which connect the decks to one another.

In many ways, each Station is like a miniature City, with phones and terminals and Decks and Tubes instead of buildings and walkways. You can see other droids walk by and you can talk to them, just by typing on your keyboard.

4.1 Function Keys

The function keys on your computer have functions assigned to them which are very similar to the functions that they have in the City.

4.1.1 START key

The START key switches your screen from showing your Ship to showing a larger portion of the screen for conversations. Pressing the START key again will switch out the conversation area and switch in the Ship. You can use the START key any time that you are on one of the Decks or in one of the Tubes.

4.1.2 SELECT key

The SELECT key allows you to whisper to nearby droids without other droids being able to hear you. When you press SELECT, the system will place you in 'Whisper Mode' and will ask you to enter the names of the people that you want to whisper to. You must type their names on the keyboard, all on one line, as shown below:

Hubert EotU messerschmidt

After you press return, you will be able to type on the keyboard and only those people whose names you entered will be able to hear you, even if you are in the middle of a crowd of droids.

To get out of whisper mode, just press the SELECT key again.

NOTE: in order to whisper to someone, they must be standing nearby. For example, you can't whisper to someone in the GCP City or on a different deck in the Station.

You can only use whisper when you are on a Deck or in a Tube.

4.1.3 OPTION key

The OPTION key is used as a portable terminal (also called a tricorder). When you press the key, you will be prompted to type in a terminal command. You can type any terminal command at this point; such as 'WHO' or 'LOGOFF'. If you change your mind and do not want to type in a terminal command, just type 'NONE' and you will be taken out of the tricorders.

After the tricorder reads the command you type in, it will be executed just as if you were on a terminal, and then you will be taken out of the tricorder. In order to issue another command, you must press OPTION again.

The tricorder can be used anywhere in the Station (it is especially useful in the phones because you can do a 'WHO' to tell who is on the system).

4.2 Common Icons

This section will review the use of some icons which appear all over the Station. Their functions are very similar to those of their counterparts in the GCP City.

4.2.1 Terminals

Terminals are large wall mounted video screens in the Station. They look different from the terminals in the GCP City, but they work the same way.

When you enter a terminal, anything you type is taken by the computer as a terminal command. Therefore, even though you can see the other droids on the deck with you, you cannot talk to them without exiting the Terminal.

You can type any terminal command which is available in the Station when on a terminal (see the description of Common and Station Only Terminal commands in the General section).

To exit the terminals, just press the trigger on the joystick.

4.2.2 Phones

The phones in the Stations are wall communicators. They have a speaker grill and two control buttons under it. They look different from the phones in the GCP City, but they operate in much the same way. They allow you to talk to someone else who is in a completely different part of the system from you. For example, from the Station, you could call a SysOp in the GCP Office to ask a question or explain a problem.

When you stand in front of a phone and press the trigger, your disk drive will be accessed and a Menu will appear in the middle of your screen. This is different from the way the City phones work, because here you can still see the other droids moving around on the Deck where you are.

Being able to see the other droids is advantageous, but you must remember that you are on the phone, so you will not be able to talk to these other droids until you exit the phones. Also, you will not be able to hear what they are saying until you exit the phones.

There is a marker in the menu which you can move with your joystick to select the various functions of the phones. You just press the trigger on your joystick

when you have reached the function you want to use. Each of the functions is explained below.

ANSWER

This will answer any phone call that you have pending. When someone calls you, you will receive a message on the top of your screen saying "You have a phone call from So and So". This message will appear again when you enter the phones, if that person is still calling you.

When you select answer, you will receive the message "Go ahead, So and So is on the line", at which point, anything that you type will be sent to the other person.

NOTE: if you are already talking to someone, answering a new phone call will hang up on the person you are talking to. If you want to add the new caller to your conversation, you must CALL him and have him answer your call.

CALL

This selection allows you to call another user. When you press the trigger, you will be prompted to enter the name of the person you want to call. You must type in their logon name, not their alias (remember, if the name starts with a '.', it is an alias).

After you have entered the name, a message will appear which says "Ringing So and So". That person will also receive a message telling him who is calling. You should allow the other person a few moments to get to a phone to answer it.

You can call several people at one time by just typing all their names in when asked for who you want to call. When they answer, you will have a conference call.

Once in a phone conversation, you can still add people to it by calling them. When they answer, they will be added to the conversation in progress.

HANGUP

Selecting Hangup will hangup on all the people that you are on the phone with. They will each receive a message informing them that you hung up.

OPER

Selecting Operator will place a phone call to whatever SysOp is on duty. He will be notified who is calling and will get to a phone as soon as possible. There are times however, that the SysOp will already be engaged in another conversation and will have to call you back later.

EXIT

Exit takes you out of the phones and returns you to the Deck or Tube. This also hangs up on all the phone calls you are in.

HELP

Help displays a help message about the how to use the phones. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.2.3 Help

There is a HELP icon on each deck in the station. It contains general information about the entire GCP system, just like HELP in the GCP City.

When you stand in front of a Help icon and press the trigger, your disk drive will be accessed and a Menu will appear in the middle of your screen. This is different from the way the City Help works, because here you can still see the other droids moving around on the Deck where you are.

Being able to see the other droids is advantageous, but you must remember that you are on the Help menu, so you will not be able to talk to these other droids

until you exit Help. Also, you will not be able to hear what they are saying until you exit Help.

There is a marker in the menu which you can move with your joystick to select the various functions of the Help menu. You just press the trigger on your joystick when you have reached the function you want to use. Each of the functions is explained below.

TOPIC

Selecting TOPIC allows you to type in a 'keyword' to search for help on. For example, if you select TOPIC and type in TERMINAL, you will get help on how to use the terminals.

HINT: it is best to use singular nouns as keywords; the system is more likely to find the proper help message that way. For example, it is better to type TERMINAL than TERMINALS and DOWNLOAD than DOWNLOADING.

MORE

The help messages will often be more than 1 screens worth of information. At the end of each screen, you can select MORE when you are reading to read the next screen.

EXIT

Exit will exit you from the HELP menu and return you to the deck you are on.

HELP

Help displays a help message about the how to use the Help Menu. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.3 Deck 1

Deck 1 is the deck that you always enter the Station at. It is also referred to as Docking, since it is the deck that has the alcoves to your ship and to GCP.

The most often used functions of the Station are all on Deck 1. You can enter or leave the game, buy and sell Goods and Ships and read announcements about the game.

4.3.1 GCP alcove

The GCP alcove is the easiest way to return to the GCP Game floor. Just stand in the alcove and press the trigger.

4.3.2 SHIP alcove

The SHIP alcove is the easiest way to enter the Galaxy. Just stand in the alcove and press the trigger and you and your ship will be placed out in the Galaxy.

4.3.3 News

LoS News is a bookcase containing messages about rule changes, additions and any other messages of importance to all players in the game. You should check it periodically (once or twice a month) to keep up to date on any changes in the game that may effect you.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

Selecting READ will read the newest message in the News bookcase. It may be more than a single screen in

length, so at the end of each screen, you press READ again to continue.

SKIP

If you have read enough of the current message and want to skip to the next message (the next older message, in the case of News, since the messages read from newest to oldest), you just select SKIP.

EXIT

Exit will exit you from the NEWS menu and return you to the deck you are on.

HELP

Help displays a help message about the how to use the News Menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.3.4 Goods

The Goods menu should be familiar by now as the place to go to buy and sell the items that you can load into your ship. Please refer to the General section for a description of each of the items in the Goods menu.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

COST

To find the cost of an item, move the red selector into the column labeled Cost and then down the rows of items until you find the one you want to inquire about. Then just press the trigger.

Most of the items will have their cost displayed like this:

Ore

Buy for 42 Sell for 30

This shows that each Ore you buy costs you 42 Stellars, and each Ore you sell gives you 30 Stellars.

Some items (Laser, Engine, Shield, PD) will display their costs like this:

Shield

Buy for 420/Mk# Sell for 300/Mk#

This shows that each Shield you buy will cost you 420 Stellars if it is a Mark 1 shield, 840 Stellars for a Mark 2 Shield, 1260 Stellars for a Mark 3 Shield, etc.

BUY

To buy an item, you must move the red selector into the BUY column and down to the proper row for the item you want to buy. Press the trigger and you will be prompted for the number of items you want to buy (for items that use a Mark number, you will also have to enter that).

The Station will not let you spend more money than you have and it will also not let you buy anything that will not fit in your ship.

Example: buying Shuttles

Move the red selector into the BUY column and onto the same row as the Shuttle icon. Press the trigger. A message will appear on the top of the screen saying "Enter the Quantity to Buy". Type in '14' (without the quotes). If you have enough money and room in your ship, 14 shuttles will be placed into your ship. (Remember, 10 shuttles only take up a single slot in a Mark 1 ship, so 14 shuttles will only take up 2 slots).

SELL

To sell items out of your ship, move the Selector into the SELL column and onto the same row as the

item you want to Sell. Press the trigger. You will be prompted for the number of items that you want to sell. Type in the number you want to sell (also the mark number, if selling an item that uses the Mark Number) and press return.

The item or items will be removed from your ship and you will receive a number of Stellars equal to the unit price times the number of units you sold. The number of Stellars you received from the sale and your total number of Stellars are shown on the top of your screen.

Example: Selling Ore

Move the selector into the SELL column, and down next to ORE. Press the trigger and type '23'. Press return. This will sell up to 23 Ore (less if you do not have that many in your ship) and give you the proper number of Stellars.

HINT: you do not need to know exactly how many of an item you have, provided that you want to sell all of them. Instead of a number, you can type 'all' when selling Oil and Ore.

Example: Selling PDs

To sell PDs, move the selector to the SELL column and down to the PD row. Then press the trigger. To sell 5 Mark 2 PDs, you should type '5 2' (without the quotes) when asked for the number to sell.

NOTE: You must specify the Mark number to sell when selling Lasers, Engines, PDs and Shields.

EXIT

To leave the Goods Menu and return to the Deck, move the selector down past all the rows of icons and into the section which resembles the Deck, then press the trigger. It does not matter what column the selector is in.

4.3.5 Ships

The Ship chart, next to the Goods chart on Deck 1 is the place where you can trade in your ship for a larger one. You enter it by stepping up to the icon and pressing the trigger.

A menu will appear which is similar to the Goods menu. There is a column of icons, representing the different Ship sizes. The Mark 1 Ship is on top, and the Mark 5 is on the bottom. Below the Mark 5 is a section of deck, which is where you place the selector when you want to exit the Ship menu.

A more complete explanation of the various Mark numbers of ships and their relationship to cargo capacity and weapons strengths is given in the General Section under the heading of Ships.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

COST

To find the cost of a ship, you should move the red selector into the cost column and place it next to the ship you want to inquire about. A message will appear which says how much that ship costs and how much you could sell it back to the Station for.

These costs do not take into account the 'trade-in' value of your current ship. To determine exactly how many Stellers it will take to buy a larger ship, you should find the Sell cost of your ship and the Buy cost of the new Ship. The difference is how much money you will need to buy the larger Ship.

These costs are the costs for just the ship, not including its contents.

BUY

To buy a ship, you should put the selector next to the ship you want to buy and make sure it is in the Buy column. When you press the trigger, you will

automatically sell your old ship, buy the new ship with the money from the old ship and extra money from your bank account, and the contents of your ship will be moved over into the new ship.

If you cannot buy the new ship (for instance, if you do not have enough money), the Station will not sell your old ship. Therefore, you can never be left without a ship.

If you are going from a larger ship to a smaller one, it is possible that some of contents of your ship will not fit into the smaller ship. Those items will be sold off at the going rate and you will receive the proceeds from that sale.

EXIT

To exit from the Ship menu, move the selector down to the bottom of the menu, into the Deck area and press the trigger. You will then be placed back on the Deck.

4.3.6 Rpt

Lords Of Space will automatically send you GCP mail listing the actions of ships that visit your planets. This mail can be read the same way you read all the rest of your GCP mail or you can read it here, at the Rpt (Report) bulletin board. The purpose of the Report bulletin board is to make it easier to read just these items of mail.

The Report bulletin board will let you read your mail (and your mail only), which was sent by LosMaster and which you have not read yet. Once you read a piece of mail, it will no longer show up in the Report bulletin board.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

Selecting Read will show you the first report you have waiting for you. These reports will often be more than one screen in length, so you can continue to press READ to page through them.

This is a good point to remind you that you can use the tricorder while in the menus in Lords Of Space. Using the 'capture' command to capture these reports to your disk or printer can be very helpful (see the section on terminal commands above).

DELETE

When you have finished reading a report, you may delete it with this selection. If you choose not to delete it, it will remain in your mailbox and you will be able to reread it using the GCP Mailroom, or the menus on Deck 3 of the Station.

The reports, like all other mail, will be purged from the system approximately a week after you read it, or after about 2 weeks if you do not read it.

SKIP

If you have read enough of this report, and want to skip on to the next one, select SKIP. This will also work if you want to skip a report entirely.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Report menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.3.7 Bank

Each Company has a Bank. Most Companies (including the Empire) will allow you to borrow money to help get you started in the game. The Bank menu is where you go to borrow that money, pay it back, etc.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

BORROW

This selection allows you to borrow money from the bank. You can enter in the number of Stellers you would like to borrow. If you request too much, you will be informed of the maximum number you can borrow. You can also get that information from the SHOW selection.

Borrowing money causes the Company to levy a fee on any items you buy from that Company. This fee takes the form of a percentage of the purchase price of the item. The more money you borrow, the higher the percentage.

For example, when you begin the game, the Empire has already lent you 10000 Stellers. The fee for that amount will probably be around 10% (the actual figure may vary). This means that any time you buy an item from the Empire Station, you are paying 10% more than if you did not owe any money to the Empire.

This percentage is automatically figured in when you list the Cost of the items in the Goods or Ships menu. It is also displayed on the SHOW selection of the Bank menu.

PAY

This selection allows you to repay some or all of your loan. When you press the trigger on PAY, you will be asked for the number of Stellers you want to repay. You cannot overpay; the bank will only accept up to the amount you owe.

Repaying a loan will save you the percentage fee you incurred by borrowing money. If you repay part of the loan, your percentage rate may drop.

TRANSFER

Transfer allows you to give money to other players. The recipient will be informed via a GCP mail message which he will be able to read in the Report menu.

If you are transferring funds to a player who is currently in a Station (any company's Station), he will not be credited with the money until he leaves the Station and either reenters the Station or enters the Galaxy.

SHOW

The SHOW selection gives you information on the bank account of your ship. This information will show up in the conversation area of your screen and can be captured to your disk or printer with the 'capture' command from the tricorder. A sample is show below:

Loan Statement for the
Galactic Exotic Mineral Company Bank

Bank Balance : 1129 Stellers
Outstanding Loan : 10000 Stellers
Credit Available : 1000 Stellers
Service charge on
all transactions : 10 percent

This shows that the player's ship has 1129 Stellers, owes 10000 Stellers to the Galactic Exotic Mineral Company, can borrow up to 1000 Stellers more and is being charged an extra 10% for any items he buys from the Company.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Bank menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.3.8 Input

The Input box makes it easy for you to send a message to the author of Lords Of Space and to the SysOps on the system. Whenever you send mail via the INPUT box in Lords Of Space, those people will receive a copy (and only those people will get a copy).

User feedback is very important to us at GCP, and the INPUT boxes which are placed in various areas of the system are one attempt to make it easy for you to ask us questions or give us suggestions. Please make use of it.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

POST

This selection allows you to post a message which will be sent to the SysOps. When you select POST, you will be asked for a subject of the message. Just type in a brief description of what your message will be about (maximum of 1 line).

Next you can type in the body of your message. Just continue to enter as many lines as you want. The message will be sent when you select EXIT, POST or HELP. Selecting QUIT will discard the message instead of sending it.

QUIT

Selecting QUIT will discard any message which you are entering, but has not yet been sent. Be very careful about selecting QUIT.

EXIT

This selection post any message that you have been typing in and then it will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use Input. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.4 Tubes

So far, you have only accessed the first Deck of the Station. There are several other decks you can go to, and the Tubes are one way to get to them. You enter the tubes through one of the numbered doors on the Deck. There are 3 Tubes in the Station, numbered 1, 2 and 3. The numbers above the doors indicate which tube the door goes to.

When you enter a Tube, you will be at the base of the ladder leading back to the Deck you entered from. There is one ladder for each Deck. To the left of each ladder is a large number, indicating which deck the ladder leads to and above the ladder is the name of the Deck. Just to the right of each ladder is a small number indicating which Tube you are in.

To go to a different deck, move your droid to the ladder for that Deck and press the trigger.

4.5 Deck 2

Deck 2 contains a number of menus which help organize the information in the game. On this deck you can find out information about the planets and sectors you have explored, the companies in the game and you can make and break alliances.

4.5.1 Log

The Log menu gives you access to your exploration log; which is the computer record of all the planets that you have visited, and the information about them.

This menu is a very useful one to use the tricorder command 'capture' on. This will allow you to capture the displayed information to your disk or printer. To use capture, you must be in the menu before you press the OPTION key to issue the capture command. For more details on capture, see the section on terminals, above.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

MAP

The MAP selection will display a map of the sectors you have explored.

Since the galaxy is very large, you must enter a sector (x,y) to indicate what part of the galaxy you want to display. This will ONLY show the sectors that you have been to.

Example: entering a (0,0) when requested for the sector(x,y).

```

15 ----- 0 ++++++ 15
2              *
1             ****
0              * **
-1             **
15 ----- 0 ++++++ 15

```

Each '*' indicates that you have explored the sector at that location. This example shows that the player has explored the following sectors:

```

(5,2)
(2,1) (3,1) (4,1) (5,1)
(4,0) (6,0) (7,0)
(2,-1) (3,-1)

```

SECTOR

This selection will list all the planets that you have explored in a certain sector. The sector (x,y) must be supplied as an argument when you type the command.

Entering in the sector (x,y) will show the information about all the planets you have explored in that sector. Each planet that you own is marked with a '*', and each planet that another player owns is marked with a '+'.

NOTE: The information it prints out shows what the planet was like the last time you explored it, which is not necessarily what the planet is like now.

For example: entering a (0,0) when requested for sector (x,y) might give a display like this:

```
0,1 PD:0 SH:0 ENG:89 OIL:68 ORE:49
0,2 PD:0 SH:0 ENG:78 OIL: 8 ORE:94*
0,3 PD:2 SH:3 ENG:-- OIL:-- ORE:--+
```

```
1,1 PD:0 SH:0 ENG:99 OIL:91 ORE:5
```

This shows that you have explored 3 planets in system 0 of sector (0,0) and 1 planet in system 1 of that sector. In system 0, you own planet number 2 and another player owns planet number 3. Since that other player has shielded the planet, you do not know what the resource levels are.

OWNED

This selection will show you the information about all the planets that you have explored that were owned by a particular ship. NOTE: The information it prints out shows what the planet was like the last time you explored it, which is not necessarily what the planet is like now.

This selection will prompt for the name of the ship you wish to search on as an argument. For example: entering DeathStar as the ship name will give the information about the planets you have explored that are owned by the ship DeathStar. (NOTE: this is a good way to list your own planets too, just type in the command with the name of your ship).

This display from this example might look like this:

Known Planets Owned by DeathStar

```
                Sector( 2,-1)
6,3 PD:4  SH:4  ENG:41 OIL:99 ORE:66
6,4 PD:2  SH:4  ENG:39 OIL:90 ORE:99
-----
```

This shows that you have only found 2 of DeathStar's planets and that they were both in Sector (2,-1), system 6. The planets were number 3 and 4. Since the planets were shielded, the only ways that this ship could know the resource levels of the planets are to have Scouted the planets with Shuttles, being an Ally of DeathStar and having Scanned the planets or if the player IS DeathStar.

KEEP

Exploration logs, like mail, gets purged from the system weekly. You may want to keep track of certain selected planets even if you have not visited them in the last week. You can do this by marking the entries for "KEEP". This will prevent them from being purged.

When you select KEEP, you will be asked to enter the sector (x,y), system number and planet number. If you had wanted to mark the first planet owned by DeathStar in the previous example as KEEP, you would have entered "(2,-1) 6 3" (without the quotes).

If the planet is already marked as KEEP, selecting KEEP for it again will Un-KEEP it, allowing it to be purged.

Planets marked as KEEP will have a 'K' on the end of the line in the SECTOR and OWNED selections. For example, assume you have marked DeathStar's first planet for KEEP. The report in the OWNED example above would have looked like this:

Known Planets Owned by DeathStar

```
                Sector( 2,-1)
6,3 PD:4  SH:4  ENG:41 OIL:99 ORE:66 K
6,4 PD:2  SH:4  ENG:39 OIL:90 ORE:99
-----
```

MORE

After you have explored a few planets, the reports in this Menu will usually be longer than a single screen. MORE allows you to page through the reports.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Log menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.5.2 Company

The company menu provides you with all the information about the companies in the game. Using this information, you can decide what company you want to join and can join the company from inside this menu.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

NAME

This selection will list the Names (abbreviated) of all the companies, the number of players in each company, and the name of the owning player's ship.

POLICY

This selection will list the policy statement for a particular company. You must enter the name of the company whose policy you wish to read.

FEES

This selection will list the information about the financial arrangements the company has set up for its members. You must enter the name of the company to look up the information for. The following information will be displayed: number of members, credit limit established for new members, the discount members receive when buying goods from the company and the interest rate for borrowing money from the company.

JOIN

This selection allows you to join a company. You must type in the name of the company to join. Once you do, you will be entered into the new company, which will assume the debts you had from the Empire.

NOTE: you cannot switch from any non-Empire company if you owe that company any money. This means that it is easy to leave the Empire and join another company, but it is difficult to change your mind later.

MORE

Several selections in this menu can result in displays which are more than one screen in length. MORE allows you to page through the screens.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Company menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.5.3 Who

The WHO menu makes the list of members of your company available to you. (It does not have anything to do with the WHO terminal command.)

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

ALL

This selection will list the Ship names, ship Mark Number and rank for each player in your company. It will mark the owner of the company with an '*' at the end of the line.

ONE

This selection allows you to get information about a single ship. When prompted, you will have to enter the name of the ship. NOTE: the ship must be a member of your company in order to get information about it.

MORE

The membership list can be more than one screen in length. MORE allows you to page through the list.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Company menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.5.4 Ally

The Ally menu allows you to determine what ships are your Allies. This determination should be done very carefully, since an unreliable ally can do much more damage than an enemy (see the heading on Allies in the General section).

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

ADD

Selecting ADD will prompt for the name of a ship. When you type in the name, that ship will be added to your list of Allies. That means that ship will be able to penetrate your shields and pick up your cargo freely.

REMOVE

Remove will prompt for the name of a ship to remove from your list of allies. This will take away all privileges that the player had on your planets.

LIST

This selection lists the Ship names, Ship Mark number and Company affiliation of all your allies.

MORE

The MORE selection allows you to page through your list of allies when it is too long to fit in a single screen.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Company menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6 Deck 3

Deck 3 is the Mail deck of the Station. It has most of the functions available in the GCP Mailroom, so that you can send and read mail from inside Lords Of Space.

4.6.1 Headers

The Headers menu allows you to quickly scan through the mail in your mailbox.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

This selection begins the listing of your mail headers, and also allows you to page through your headers. The listing pauses after each screenful, and waits for you to press READ again.

A sample header is show below:

```
21      NEAL                03/29/86 21:37
Teaming up in Lords Of Space    132
```

DELETE

This selection allows you to delete a message from your mailbox. It will ask you which message you want to delete, and you must type in the message number that was shown in the header.

SKIP

This selection ends the listing of the headers. After you have picked SKIP, you can then restart the listing by selecting READ, delete a header with DELETE or exit from the Headers menu.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Headers menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6.2 Read

The Read menu allows you to read your mail. Each person that uses this menu is reading their mail and only their mail. When using the Read menu, you will be reading all your mail, whether or not you have already read it. For this reason, the NEW menu is used more frequently, but READ is useful when you want to review what mail has been sent to you.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

The READ selection allows you to read all the mail in your mailbox. Each message will print up a the message header then it will pause. You can read the message by selecting READ again, or you can skip to the next message by selecting SKIP.

SKIP

This selection allows you to avoid reading the contents of a mail message, and will instead skip to the header for the next mail message. By using SKIP and READ, you can read selected mail messages without having to read all of your mail.

DELETE

This selection will delete the message whose header is the last one on the screen. You can DELETE the message when the header is shown, or while you are reading the message, or after you are finished reading the message and before you continue on to the next message.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Read menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6.3 New

The New menu will let you read all your 'New' mail, which is mail that you have not read yet. This is the mail menu which is used the most, since you do not have to spend time going through mail that you have already read.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

This selection will search for any new mail you may have. If you do not have any, you will see the message "Your Mailbox is Empty", which in this case means that you do not have any new mail.

If you do have new mail, the headers will appear in the same way that they do in the Read menu above. You can page through them by selecting READ for each message.

SKIP

SKIP allows you to skip an entire message, or the remainder of the message (if you have already read part of it).

DELETE

DELETE will delete the message you are currently on. This will be the message whose header is on your screen, or the message that you are reading, if you are in the middle of a message.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Read New menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6.4 Send

This menu allows you to send mail to other people on the GCP system. Mail must be sent to people using their logon name, not an alias or a ship name. Mail is only posted 4 times an hour, so if you send mail to yourself, don't expect to get it for at least 15

minutes.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

POST

This is the selection for sending a mail message. You will first be prompted for the logon name of the person or persons to send the message to. You can send it to several people by typing all their names when the system prompts you to enter a name.

After you enter the name, you will be prompted to enter a subject. This should be a brief (all on one line) description of what the message is about.

Next you can type in the body of your message. Just continue to enter as many lines as you want. The message will be sent when you select EXIT, POST or HELP. Selecting QUIT will discard the message instead of sending it.

QUIT

Selecting QUIT will discard any message which you are entering, but has not yet been sent. Be very careful about selecting QUIT.

EXIT

This selection post any message that you have been typing in and then it will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Send menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6.5 LoS Bulletin Board

The bulletin board marked LoS is the place to leave messages that any player can see. There is a LoS bulletin board in every station, and any message which is posted on one of them will also appear on all of the other ones.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

This selection allows you to read bulletins. You will be prompted for how many days worth of messages to scan, so if you enter "7", it will start listing all the messages that were posted within the last week.

Reading the messages works the same as reading your mail. After each header the system pauses and waits for you to press READ to continue or SKIP to skip to the next message.

POST

POST allows you to post a message on this bulletin board. You will be prompted to enter a subject for your message. This should be a brief (all on one line) description of what the message is about.

Next you can type in the body of your message. Just continue to enter as many lines as you want. The message will be sent when you select READ, SKIP, EXIT, POST or HELP. Selecting QUIT will discard the message instead of sending it.

QUIT

Selecting QUIT will discard any message which you are entering, but has not yet been sent. Be very careful about selecting QUIT.

KILL

KILL allows you to remove a message that you posted on the bulletin board. KILL will delete the current message from the bulletin board, provided that you posted the message originally.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the Bulletin Board menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6.6 News

This bookcase contains news about the company that owns this station. The messages in it are posted by the owner of the station, so you should probably check it periodically to see if there have been any changes which will effect you personally.

This News bookcase should not be confused with the News bookcase on Deck 1 of the Station. That bookcase contains news about the LoS game in general, and the news it contains is posted by the SysOps. The news for the News bookcase on Deck 3 of the Station is only news about this Company, and is posted by the player that owns this particular Station.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

This selection will search for any news. The news

messages will be presented in reverse order, so the NEWEST message will appear on your screen first. If you have already seen this message, then you know you can exit, because there are no newer messages.

The headers will appear in the same way that they do when you are reading your private mail. You can page through them by selecting READ for each message.

SKIP

SKIP allows you to skip an entire message, or the remainder of the message (if you have already read part of it).

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the News menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

4.6.7 Company Bulletin Board

The bulletin board marked Company is the place to leave messages that any member of the Company can see. There is a Company bulletin board in every station, and any message which is posted on one of them can only be read by members of the company, because only members of the Company can enter the Company Station.

As in all the menus in the Station, when you enter it, the menu will appear in the middle of your screen. You will be able to see the droids moving around on the Deck with you. You will NOT be able to hear what they are saying, and they cannot hear what you are saying, while you are in the menu.

READ

This selection allows you to read bulletins. You will be prompted for how many days worth of messages to scan, so if you enter "7", it will start listing all the messages that were posted within the last week.

Reading the messages works the same as reading your mail. After each header the system pauses and waits for you to press READ to continue or SKIP to skip to the next message.

POST

POST allows you to post a message on this bulletin board. You will be prompted to enter a subject for your message. This should be a brief (all on one line) description of what the message is about.

Next you can type in the body of your message. Just continue to enter as many lines as you want. The message will be sent when you select READ, SKIP, EXIT, POST or HELP. Selecting QUIT will discard the message instead of sending it.

QUIT

Selecting QUIT will discard any message which you are entering, but has not yet been sent. Be very careful about selecting QUIT.

KILL

KILL allows you to remove a message that you posted on the bulletin board. KILL will delete the current message from the bulletin board, provided that you posted the message originally.

EXIT

This selection will exit you from the menu and return you to the Deck.

HELP

Help displays a help message about the how to use the

Bulletin board menu. It may be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5. Galaxy

The Galaxy is where the majority of Lords Of Space is played. This is where you explore and develop planets, or raid and conquer other players' planets.

5.1 Function Keys

The function keys on your computer are used in the Galaxy in much the same way that they are used in the GCP City and in the LoS Stations.

5.1.1 START

The START key will take down the graphics displays and put up the last 20 lines of the message area. This will allow you to see more of your conversations and other messages which appeared on your screen. Pressing the START key again will put the graphics back up on your screen.

5.1.2 SELECT

The SELECT key allows you to choose one of several layouts for the graphics screen. Whenever you are in a System, the default graphics screen will show the Ship on the left and the System on the right. Pressing Select will take down the Ship and show you the Sector map instead. Pressing Select again will restore the display of the Ship.

When you are on a planet, the default layout of the graphics screen shows the planet and sector on the left and the Ship on the right. Pressing Select here will take down the ship and put up the system in its place. Pressing Select again will put the ship back up again.

When you are in the Sector, there is no alternative layout of the graphics screen, so pressing the Select key does nothing.

5.1.3 OPTION

The Option key is the tricorder, just as it is in the GCP City and LoS station. When you press OPTION, you will be prompted to type in a terminal command. At this point, you can type any of the terminal commands listed in the General section under the headings of "Common Commands" and "Ship Only Commands".

If you do not want to type a terminal command, you can change your mind by typing "NONE" (without the quotes) or just pressing the OPTION key again.

5.2 Talking

As usual in the GCP system, it is easy to talk to you fellow players while in the LoS Galaxy. Anything you type on your keyboard will show up on the screens of the players that in your vicinity (unless you are using the tricorder or the phones).

Which players can hear what you are typing is dependent on where you are in the Galaxy. While you are out in the Sector (i.e. not in a System or on a Planet), you will not be able to talk to or hear other players in the game.

When you are in a System, you will be able to see the ships belonging to the other players who are in the same system. You can talk to and hear these players.

When you are on a Planet, you will be able to see the ships belonging to the other players who are on the same planet when they are nearby. You can talk to and hear all the players on the planet, regardless of whether or not you can see them.

5.3 Phones

There are no phone icons in the Galaxy, but you can still use the phones because your ship has inter-dimensional communicators built into the Hull. You can use the phones via the Tricorder commands listed in the General section under "Ship Only Commands".

Since using phones in this manner is different from the way you are used to using them, an example is

presented below:

Assume that you do a "WHO" to see who is on the system (by pressing OPTION and typing WHO) and that one of the people listed is EotU. You can call EotU, by pressing the OPTION key and typing PHONE CALL. When the system prompts you to enter the name of the person to call, type EotU. You will get a message telling you that you are ringing EotU and he will get a message saying that you are calling him.

Give him a few moments to get to a phone, and he will answer your call. You can then type your message and it will appear on EotU's screen. Only he will be able to see it (just like in any other phone call). When you are finished with this call, just press OPTION again and type PHONE EXIT.

This example illustrated the use of the PHONE CALL and PHONE EXIT commands, but all the phone commands you are used to are available. The complete list is:

PHONE ANSWER	-- answers an incoming phone call
PHONE CALL	-- places a call
PHONE OPER	-- calls a SysOp
PHONE HANGUP	-- hangs up on the current call
PHONE EXIT	-- exits from the phones

One advantage that using the phones via the tricorders has is that you can continue to move your ship around the galaxy and load and unload cargo while you are on the phone to some one somewhere else in the GCP system.

5.4 Target Cursor

When your ship is in empty space in a System or on a Planet (i.e. it is not landed on anything) pressing the joystick button will place up the "Target Cursor". Moving this cursor onto some other object, such as a planet, ship or derrick, will allow you to select that item to be the object of your next operation. Press the trigger and the "Menu Bar" will appear, allowing you to choose what operation to perform.

5.5 Menu Bar

Most operations in the galaxy which do not deal with your ship are done using what is called a "Menu Bar", which will appear at the proper times at top of your screen when in a system or on a planet.

Move the fire cursor onto the item (planet, ship, derrick, etc) that you want to operate on, and press the trigger. This will put up the following "Menu Bar":

Launch Fire Scan Abort Select

The cursor will now be under SCAN. You can select any of the other choices by moving the joystick and pressing the trigger. Each choice has a specific function.

- Launch Launches shuttles for their various missions. See the section on shuttles for more information on what missions are available.
- Fire Fire the ship lasers at the target.
- Scan Scan the item. This gives a scan of the ship, mine, derrick, etc, or a survey of the planet.
- Abort Return control to the ship. This gets you out of the Menu Bar without doing anything.
- Select Selects the item for use by the Select Commands. See the section on Select Commands for more information.

5.6 Sectors

The galaxy is divided into Sectors. Each sector is a region of space which contains up to 10 systems. Each System has one Star and up to 5 planets.

Each Sector also has a single StarGate which allows Ships to move from one sector to another. Moving through a StarGate is called 'jumping' and consumes fuel; the amount depends on the size of the ship and the length of the jump.

Some Sectors also contain Portals. Portals are

regions of space where it is possible to break through into this dimension from the Empire. Portals are assigned to Companies by the Empire and, when activated, allow players to return to the Station of their Company. No Company (except for the Empire) will allow players from other companies to use their Portals.

5.6.1 Positions

Each Sector has a position in the galaxy, which is listed as an (X,Y) pair of numbers. This number indicates the position of the sector if it was drawn on a piece of graph paper. The Galaxy is very large, and the positions of sectors extend about 30,000 to the right and left (this is the X direction) and also up and down (the Y direction).

This means that the galaxy extends from (-30000,-30000) to (30000,30000). It is 60,000 sectors wide and 60,000 sectors high. Since each sector contains about 20 planets on the average, it is estimated that the entire galaxy contains about 720,000,000,000 planets. Obviously, this is only an estimate since almost none of these sectors have been explored.

5.6.2 Unexplored Sectors

When a ship first enters a sector, the ship's computer must locate all the systems in that sector. This is a fairly quick process if it has been done once, but the first time a ship enters a sector that no one has ever been in before, the computer will not have any references to work from. The charting of the systems in an Unexplored Sector can take up to a couple minutes. Your ship's computer will inform you of when this is happening.

5.6.3 Changing Sectors

The simplest way to move from one sector to the next is to move your ship to the edge of the Sector map and press the trigger. This will move you into the next sector in that direction. So, if you moved your ship to the right edge of the Sector map, you would

move 1 sector to the right, so the X coordinate of the new sector would be 1 larger than the X coordinate of your current sector.

To move to a sector which is not adjacent to your current sector, you use the StarGate. Move your ship onto the StarGate (the dotted icon) and press the trigger. The system will prompt you to type the (x,y) coordinates that you want to go to. A ship can always jump a distance of 1. So if you are in sector (0,0), you could always jump to (1,0) or (0,1) or (-1,0) or (0,-1). You may be able to jump farther, depending on the amount of fuel you have as well as the size and number of your engines.

5.6.3.1 Jump Range

Moving from Sector to Sector requires power from your engines and fuel to supply your engines. The amount of power you need to jump a certain distance is dependent on how large your ship is. The larger the ship, the more power is needed. Since you generate power from your engines, the more engines you have, and the bigger each engine is, the farther your ship can jump. The chart below shows the maximum distance each type of ship can jump, assuming that the ship has the most engines and the biggest engines that it can.

Hull	Max Jump Dist
1	3 sectors
2	5 sectors
3	5 sectors
4	6 sectors
5	8 sectors

Generating this power uses up fuel. The amount of fuel used depends on the size of the ship and the length of the jump. The 1st sector of any jump takes no fuel. After that, each sector requires fuel equal to the ship's mark number. Therefore, a Mark 3 ship jumping a distance of 5 sectors would use (5 - 1 sector free) * Mk3 = 4*3 = 12 fuel.

5.7 Portals

Portals are weak points in the fabric of space. They can be used to return to your Station and to return to the Galaxy from the Station or GCP.

5.7.1 Inactive

When you explore the galaxy, you may come across 'Inactive' Portals. These are Portals which have not been purchased by any company or the Empire, and therefore do not have the necessary equipment to transport ships back to the Stations.

Companies are often looking for new portals, because they can apply to the Empire to the rights to access these portals. If they acquire the rights, they will have easy access to the Sectors near the Portal. Since portals are rare and occur in only about 1 out of every 100 sectors, some companies may offer rewards to the player that first tells the company where the portal is.

5.7.2 Company Owned

When a company acquires the rights to a Portal, they construct the necessary equipment to activate it. This permits employees of the company to enter the portal and be transported to the Company Station. If a player attempts to enter a Portal that does not belong to his Company or to the Empire, he will be denied access and will not be transported anywhere.

5.7.3 Entering

When a ship enters a Portal, the Portal checks to see if the ship is a member of the Company that owns the Portal. If it is not, then the ship cannot enter (exception: Empire portals will allow anyone to enter).

If you are allowed to enter, the Portal will automatically transport you back to the Station which belongs to the Company that owns the Portal.

When you leave the Station and return to the Galaxy, you will be put back in the Sector from which you entered the Portal.

5.8 Systems

Systems are marked in the Sector display by a numbered dot. To enter a system, just move your ship onto the dot and press the trigger.

5.8.1 Entering

When you enter the system, your screen will show your ship on the left and the map of the system on the right.

Each System contains one Star and 1 to 5 Planets. When your ship enters a system, it will be positioned so that it is not on top of any of these items.

There may be other ships in the system. If there are, you will be able to see them on your system map. You will not be able to see any ships that are on the planets, but they will be able to see you in their system maps.

5.8.2 Leaving

You can leave a system by moving your ship off any edge of the system map.

5.9 Planets

Owning planets is the foundation of the Lords Of Space game. When you own planets, you can set up Mines and Derricks to produce raw materials, and set up Factories to produce finished goods. With these bases, you can expand and conquer more planets, and eventually found your own company.

5.9.1 Surveying

When you are in a System, you can SCAN the planets in that system to determine if they are already owned by

another player, what there resource levels are and how well defended they are.

To SCAN a planet, press the trigger on your ship. A targeting cursor will appear. Move that cursor onto the planet you want to scan and press the trigger again. A menu will appear on the top of the screen with all the options you have at that point. By default, the cursor will be on Scan, so just press the trigger.

The information about the planet will appear in the conversation area of your screen. The following examples show some of the possible formats of the returned message:

Example 1: unowned planet

```
#:2 PD:0 SH:0 ENG:67 OIL:97 ORE:63
```

In the example above, the #:2 indicates that it is the 2nd planet in the system. PD:0 shows that it has no planetary defense. SH:0 shows that it has no shields. ENG:67 shows it has an energy rating of 67%. The availability of Oil (97%) and Ore (63%) is given by OIL:97 and ORE:63.

Example 2: planet owned by ship PIQUANT, who is a member of the CRE company

```
#:2 Owner: PIQUANT (CRE)
PD:0 SH:0 ENG:67 OIL:97 ORE:63
FACTORIES:0 DERRICKS:2 MINES:0
```

This example is of a planet that another player owns. It is high in OIL, so the player has purchased 2 DERRICKS to extract that oil.

Example 3: planet owned by PIQUANT and shielded

```
#:2 Owner: PIQUANT (CRE)
PD:0 SH:2 ENG:-- OIL:-- ORE:--
```

In this example, the planet has SHIELDS, so the survey will not tell you what the resource levels are, or how many FACTORYs, MINES or DERRICKS are on it.

5.9.2 Resources

Each planet has three resource levels. The ENG: number refers to the planet's Energy resource level, which is used by Factories to produce finished goods. The OIL: number measures the Oil resource level, used by Derricks to produce oil. The ORE: number measures the Ore resource level, used by Mines to produce ore.

All the resource numbers are on a 0-99 scale, so a resource level of 90 or better is quite good. When you search for planets, you probably only want to concentrate on those which have at least one of the resource levels above 90.

5.9.3 Owner

The owner of a planet is the player who first put down a PD on the planet's surface. Once a planet is owned, it can only be captured by destroying all the PDs on the planet and putting down a PD of your own.

You must be careful when you put down your PD, because if you place it on another player's planet when that planet already has a PD, it will belong to the other player, and may fire on your ship!

5.9.4 Names

Planets can be named with the Tricorder command NAME PLANET. In order to name a planet, the following conditions must be met:

1. you must own the planet
2. you must be at the planet (in the atmosphere or on the surface).
3. The planet cannot be named already (you cannot change the name of the planet, even if a previous owner named it originally).

5.9.5 Shielding

Planets can be shielded by unloading Shields onto the surface. Shielding a planet has several advantages.

The only ships which can enter a shielded planets atmosphere are the owner of the planet and his allies. This can be changed with the "Access" Select Command (see the section on Select Commands).

Also, when any other ship tries to SCAN the planet, they will not be told the resource levels of the planet, or the number of Mines, Derricks and Factories.

The last benefit that Shields give is the damage they absorb when a ship attacks the planet from the system. The more shielding the planet has, the less damage the attack will do. Also, when damage is done, the shields are the first items destroyed.

5.9.6 Entering

To enter a planet, move your ship onto the planet in the system map and press the trigger. You will receive a message that you are entering the atmosphere. When you have entered, your screen will show part of the planet in the upper left corner, your ship on the right side and the Sector map is below on the left.

If the planet is shielded, you must either be the owner of the planet, or an ally of the owner. If you are not, you will not be permitted to enter the planet.

5.9.7 Leaving

Any time you want to leave the planet, just move the ship up off the top of the planet map and it will reappear in the system.

5.9.8 Scanning Items on the Surface

You can scan individual items on the surface of a planet, such as PDs or Factories. The procedure is the same as the surveying just described, except that you place the cross hair cursor on the item you wish to scan, instead of placing it in the upper atmosphere.

The information you get back from a Scan will vary based upon the item you are scanning. Two potential scans are shown below:

Mine containing 3 Ore
Next Production in 11.2 hours

or:

Shield Generator
Mark 1

5.9.9 Scanning Ships

When other ships are on the same planet with you, they will appear in the planet map. You can get information about the ship by Scanning it. The method for Scanning a ship on a planet is the exactly the same as for Scanning a ship in the system (see above).

5.10 Unloading

In order to capture and develop a planet, you must be able to unload cargo from your ship onto the surface of the planet. You do this by landing your ship on the planet's surface and pressing the trigger. When you do, a large yellow cursor will appear on the right of the screen with your ship.

Move this cursor onto the item you want to unload and press the trigger. This will remove the item from the Cargo hold and put it on the planet's surface. At this point, you will be able to move your ship with the joystick again.

If you decide you do not want to unload anything, just move the cursor onto anything other than an item

in the cargo hold (such as moving it off the ship altogether) and press the trigger. You will then be able to move your ship on the planet again.

You cannot unload items on top of other items. This includes unloading items such that they would overlap other items when they are placed on the surface of the planet.

If you unload items onto a planet that does not belong to you, the items you unload will belong to the owner of the planet, so be careful about who owns the planet. If you have any doubts about the owner, you should SCAN the planet.

5.10.1 Positioning

Planets only have enough space to hold up to 36 items. Each item takes up 2 spaces on the surface of the planet. You should be careful when you put items down that you are not wasting space between the items. It will not be important unless the planet fills up, but it is a good thing to keep in mind.

5.10.2 Factories

Unloading Factories is a little special. When you unload the factory, you must specify what item you want the Factory to produce. Type the name of the item on your keyboard and press RETURN. If it is not a valid item to produce, the factory will not be unloaded.

For more information on how Factories work, read the section on Production in the General Chapter.

5.10.3 Oil and Ore

Oil and Ore are normally unloaded just like any other type of cargo, and are placed on the surface of the planet where they can be picked up again. However, if the planet has one or more Factories on it, any Ore and Oil will automatically be deposited directly into the planetary Stockpile. In this case, the Oil or Ore will NOT appear on the planet's surface and you will

not be able to pick it up later (of course, no one else can either).

5.11 Capturing Planets

The one case where you can unload onto a planet that does not belong to you, without the planet owner taking the item you unloaded, is when you want to capture a planet. You can do this by unloading a PD onto a planet which does not have any PDs.

If you unload a PD onto a planet that you do not own, and DOES NOT HAVE ANY PDs, then you have captured the planet. Everything on the planet immediately becomes yours.

When you capture a planet, a random amount of the materials stored in Mines, Derricks and Factories will be destroyed. This amount will be anywhere from 0% to 100%, and is computed for each Mine, Derrick or Factory individually.

In addition to losing some of the stored goods, capturing a planet disrupts the production schedules for everything on the planet. This means that 36 hours will be added the the time it takes to produce the next time. After that, the production times will be returned to normal.

Whoever owns a planet, automatically owns everything on that planet. Therefore, if another player can capture your planet, he is the new owner of the planet and all the Mines, Derricks, Factories, Oil and Ore that you had on the planet.

The only way to capture a planet that another player owns is to destroy all the PDs they have on the planet, and then unload your own PDs.

5.11.1 New Player Grace Period

Other players can take your planets away from you by destroying all of your PDs and unloading theirs instead. This could be a particular problem for starting players, if it was not for the Virgin Planet Grace Act of 92745.

This Act specifically states that planets which are 1st captured by Mark 1 ships cannot be attacked for a 2 week "grace" period, or until the owning player purchases a larger ship (whichever comes first). Minor technicalities like this rarely effect the profit hungry player, but in this case, it is built into the each ship, so other players will actually be UNABLE to attack your planet.

This protection gives you a foothold to get started in the game. You should still protect your planets, in case the time limit expires while you are not on the system, but you should have plenty of time to fortify your worlds.

5.12 Loading

For the most part, items cannot be picked up once they have been unloaded onto a planet's surface. The exceptions are Oil and Ore (if they are on the surface, instead of in the Stockpile) and Shuttles. These items can be picked up by landing your ship on them and pressing the trigger.

5.12.1 Production Items

When Mines, Derricks or Factories produce, they store their production inside themselves. To get it into your ship, you have to land your ship on the Mine, Derrick or Factory and press the trigger. You will automatically load ALL the stored production from the Mine, Derrick or Factory into your ship (unless there is not enough room left in your cargo bay, in which case you will load as much as you can).

When you load Oil and Ore, they will combine with the Oil and Ore you have in your cargo bay already and fill up partially full Cargo Slots first (remember, the number of Oil and Ore that can fit in a Cargo Slot is $10 * Mk\#$ of the Ship).

Loading Factory production is very similar. Any item that is loaded will attempt to combine with existing items of the same type to fit into the ship. For example, if you have a Mk3 ship, you can place 3 Mines in each Cargo Slot. If you have a slot in your ship that has 2 Mines stored in it, and load a 2

Mines from a Factory, one of the Mines will go into the same slot with the 2 you already had in your ship, and the other one will go into a slot by itself.

5.13 Combat

Combat between ships and planets is a common occurrence in Lords Of Space. It occurs when players decide to attack one another or when they attack planets, and it can also occur when players perform some action that a planet decides is offensive.

5.13.1 Laser Strength

Ships attack with their lasers. The strength of their attack is equal to the sum of the Mark Numbers of all the lasers in the ship. So, if a ship has a Mark 2 laser and 2 Mark 3 lasers, its attack strength is $2 + 3 + 3 = 8$.

5.13.2 Shield Strength

Ships defend themselves with their Shields. The strength of their defense is equal to the sum of the Mark Numbers of all the Shields in the ship. So, if a ship has a Mark 2 shield and 2 Mark 3 shields, its defense strength is $2 + 3 + 3 = 8$.

5.13.3 Engine Effects

Both the lasers and shields draw their power from the ships engines. This means that the strength of the laser and the shields are limited to a maximum of the power of the engines. So, if the ship described in the last two paragraphs only had 3 Mark 2 Engines, its engine power would be $2+2+2=6$, so the attack and defense strength would both be limited to 6.

5.13.4 Receiving Fire

When a Ship is shot at, each point of the incoming attack is treated individually. First it must be determined if the shot hit the ship. The chance of this happening is dependent on the size of the ship. For a Mark 1 hull, it is about 25%; for a Mark 5 it is about 75%.

If the shot hits, the Shields may protect the ship. The chance of a shot penetrating a shield is $1/(\text{Shield strength}+1)$, so the chance of penetrating a shield strength of 3 is $1/4$ or 25%. A table of these percentages is supplied in the Quick Reference Guide section.

If the shot does penetrate, it will destroy 1 Mark number of Shield. If there are no shields left, it will destroy 1 Mark number of a random part, or 10 Oil, Ore or Shuttles, or 1 Fuel.

Example:

If have a Mark 1 ship with 1 Mark 1 engines, and 2 Mark 1 Shields, its defending shield strength is 1 ($1+1=2$, but you only have 1 power from your engines).

Another ship (or a planet, it works the same) attacks you with 6 Lasers. Since your ship is so small, there is only a 25% chance of each of the 6 lasers actually hitting the ship. Let's assume that 2 of them do.

Each of the 2 will have a 50% chance to penetrate the Shields (penetration chance = $1/(\text{shield strength}+1) = 1/(1+1) = 50\%$). Probably one of them will. This one will destroy 1 Mark number of your Shields.

Since each shield is only a Mark 1, that will destroy that shield completely and remove it from your ship.

5.13.5 Being Destroyed

If a shot hits a ship that has nothing in it, the ship will explode. That is how ships are destroyed. When you are destroyed, you are out of the game, and must start over. The planets that you owned before are now independent and will defend themselves against your new ship as rigorously as they defend

themselves against other ships.

5.13.6 Firing at other Ships

You can shoot at other player ships when you are in the same system or on the same planet. This type of Ship-to-ship combat is not very common. Most combat occurs between ships and planets.

Ship to ship combat is rare for 2 reasons. The first is that the galaxy is very big and the chances of two ships being in the same system at the exact same time are not very good. The second is that it is VERY easy to run away from the combat (which is a good thing, because a Mark 5 ship could almost certainly destroy a Mark 1 in 2 or 3 rounds of combat).

5.13.6.1 Scanning

You can scan another ship to determine who owns it and how many shields it has. To do this, press the trigger on your joystick, move the target cursor onto the ship and press the trigger again. When the choices appear at the top of the screen, select Scan.

5.13.6.2 Firing

You can fire at another ship without having to scan it first. To attack, press the trigger on your joystick, move the target cursor onto the ship and press the trigger again. When the choices appear at the top of the screen, select Fire. This will fire all your lasers (limited by the power of your engines) at the target ship.

5.13.6.3 Support from Planet

If you are attacking a ship when on a planet, and the ship you are attacking is the owner of that planet, the PDs on the planet will help your opponent in combat. Whenever you fire at him, all the PDs on the planet will fire at you.

5.13.7 Firing at Planet from System

Ships can attack planets. When they attack from the system, it is called bombardment. When a planet is bombarded, it will return the fire with all its PDs. Also, any other planets in the system which are owned by the same player as the target planet will also fire at the attacking ship with all their PDs.

5.13.7.1 Scanning

You can scan a planet to tell how many PDs and Shields it has. If it has any Shields, and you do not own it and you are not an ally of the owner, your ship will not be able to enter the planet until you destroy the shields, unless the Access level of the planet has been changed with the "Access" Select Command (see the section on Select Commands later in this document).

5.13.7.2 Firing

You can fire at a planet without having to scan it first. To attack, press the trigger on your joystick, move the target cursor onto the planet and press the trigger again. When the choices appear at the top of the screen, select Fire. This will fire all your lasers (limited by the power of your engines) at the target planet.

All your shots automatically hit the planet (it is a big target).

5.13.7.3 Shield Effects

Planetary shields work the same way that ship shields work, except that they are not limited by engine power.

For each incoming point of the Laser attack, the chance of penetrating the shields is $1/(\text{shield strength} + 1)$. When a shot penetrates, it will destroy 1 Mark number of shield. When all the shields are gone, the shot will attack a random item on the surface.

Items on the surface have their own, individual shielding. When they are hit, their shields must be penetrated before damage can be inflicted on the item. The shield strengths of the various types of items on a planet's surface are shown in the section on Shield Strengths.

5.13.8 Firing at Items on Planet Surface

When your ship is in the planetary atmosphere, it can attack individual items on the surface of the planet. The Ship is much more effective attacking this way, because it can concentrate all its firepower on an individual item.

5.13.8.1 Scanning

You can scan an item on a planet to get information about it. The information which is presented is dependent on what the item is. For PDs and Shields, you are told the Mark Number. For Mines and Derricks, you are told how many Ore or Oil are stored inside and when the next one will be produced. For Factories, you are told what it is producing and also how many are stored inside and when it will produce. For Oil and Ore on the surface, and Shuttles, you are told how many are there.

5.13.8.2 Firing

You can fire at an item on the surface without having to scan it first. To attack, press the trigger on your joystick, move the target cursor onto the item and press the trigger again. When the choices appear at the top of the screen, select Fire. This will fire all your lasers (limited by the power of your engines) at the target item.

5.13.8.3 Shield Strengths

Each type of item on the surface of the planet has an individual shield strength. The chart below lists

what these strengths are.

Type	Shield Strength
-----	-----
Shuttle	1
Shield	5 * Mark Number
PD	10 * Mark Number
Mine	5
Derrick	5
Factory	20
Ore	0
Oil	0

5.13.8.4 Damage

When the item's shield is pierced, it is destroyed. This is true for all items except Shields, PDs and Shuttles. For Shields and PDs each penetration only destroys 1 Mark number of the item. When the mark number is reduced to 0, the item is removed from the surface. For Shuttles, each penetration destroys one shuttle.

5.13.9 Planets Attacking Ships

Planets will attack ships automatically under certain conditions. This allows them to defend themselves properly when their owner is not available.

5.13.9.1 When Planets Fire

Planets will fire at a ship under the following conditions:

- The ship fires on the planet or any item on the planet
- The ship is in the atmosphere and Scans any item on the planet
- The ship loads something from the planet

The conditions are modified when the ship is an ally of the owner of the planet. Planets will only fire at allies if the ally fires at the planet (or an item on the planet).

5.13.9.2 System Grouping

If a ship fires at a planet from in the system, the planet will fire back. In addition, all other planets in that system, which are owned by the defending player, will also fire.

5.13.9.3 Close Range Effects

When the PDs on the planet fire at a ship which is in the atmosphere, the Laser strength of the PDs is doubled, because of the close range.

5.14 Shuttles

Shuttles are small, multi purpose space craft. They can only operate in a System or on a Planet, and cannot operate independently of the player ship. They are inexpensive and a ship can carry quite a few of them (10 times the Ship Mark number in each Cargo Slot).

So far, it has been assumed that all operations are being carried out with the ship. Many of the ship tasks, such as loading or stealing cargo from planets and attacking planets can often be done better using shuttles.

5.14.1 Shield Penetration

Shuttles can penetrate planetary shields and raid or attack the planet without having to destroy all the shield generators. This is the biggest advantage that Shuttles have over Ships.

5.14.2 Missions

Shuttles are sent on specific missions, which are specified when the shuttles are launched. The mission determines how the shuttles will behave.

To launch any mission, press the trigger, move the target cursor to the planet to launch the shuttles against, press the trigger and select LAUNCH on the choice menu that appears on the top line. You will be prompted to enter a mission.

5.14.2.1 Attack

The purpose of an attack mission is to destroy the offensive and defensive capability of the planet, so that the player ship can come down and capture it, or raid it without being shot at by PDs.

When prompted for the name of the mission, enter "attack" (w/o the quotes) and the number of shuttles to send on the mission.

The shuttles will penetrate whatever shields the planet has and enter the atmosphere. The defending PDs will open fire and will destroy up to 10 times their strength in shuttles. The remaining shuttles will return the fire. Each shuttle has a 10% chance to destroy 1 Mark Number of PDs. If all the PDs are destroyed, the shuttles will automatically destroy all the Shields so that the ship can land.

After the mission is over, any remaining shuttles will return to the ship and a message will appear informing you what happened.

Example:

A ship launches 120 shuttles against a planet with 8 PDs by typing "attack 120" when requested for the shuttle mission. They penetrate the shields and the PDs destroy 43 of them (just better than average, they could have destroyed up to 80). The remaining 77 shuttles attack the PDs and roll badly, only destroying 5 PDs (7 or 8 would have been expected). The 77 shuttles return to the ship and report that 5 PDs were destroyed and 3 PDs are left.

NOTE: you can launch all your shuttles on an attack

mission by typing "attack all" when prompted for a mission.

5.14.2.2 Load

The load mission makes it quicker and easier to load raw materials from a one of your own planets. You can only launch a Load mission if you own the planet or if you are the ally of the planet owner.

The shuttles on a load mission will go to the planet and pick up as much oil and ore as they can, or as much as will fit in your ship (whichever is less) and return it to the ship.

To launch a load mission, type "load" when prompted for the mission. The correct number of shuttles will automatically be sent.

5.14.2.3 Raid

The purpose of the raid mission is to steal oil and ore from another players planet.

When prompted for the name of the mission, enter "raid" (w/o the quotes) and the number of shuttles to send on the mission.

The shuttles will penetrate whatever shields the planet has and enter the atmosphere. The defending PDs will open fire and will destroy up to 2 times their strength in shuttles. The remaining shuttles will raid any Mines and Derricks on the surface and pick up the Ore and Oil stored in them. Each shuttle can only carry 1 Ore or Oil. The remaining shuttles will then return to the ship.

NOTE: if the shuttles bring back more Ore or Oil than you can fit into your ship, the excess Ore and Oil will be jettisoned and lost. The shuttles will be loaded back into the ship.

NOTE: you can launch all your shuttles on an raid mission by typing "raid all" when prompted for a mission.

5.14.2.4 Scout

The purpose of a scouting mission is to find out what a player has on a planet when your ship scanners are blocked by the planet's shields.

When prompted for the name of the mission, enter "scout" (w/o the quotes) and the number of shuttles to send on the mission.

The shuttles will penetrate whatever shields the planet has and enter the atmosphere. The defending PDs will open fire and will destroy up to their strength in shuttles. The remaining shuttles will then return to the ship. If any shuttles survive the mission, you will receive a planetary scan as if the planet did not have any shields.

NOTE: you can launch all your shuttles on an scouting mission by typing "scout all" when prompted for a mission.

5.15 Select Commands

The Menu Bar Select Commands allow you to perform a variety of operations on objects in the Galaxy. In general, the functions they perform are fairly sophisticated and apply mainly to the advanced LoS player.

To access any of these commands, you must select the appropriate object (which is listed for each command) with the Target Cursor. Then press the trigger and choose SELECT on the Menu Bar. You will be prompted to enter a Select Command.

5.15.1 Produce

The Produce command allows you to change the production of a Factory on one of your planets. You must select a Factory with the Target Cursor to use this command.

The Produce command takes an argument on the command line which tells the factory what to produce. For example:

PRODUCE MINES changes the production of the factory over to mines.

There are two restrictions on the use of the Produce command; first, you must own the planet that the factory is on and second, the factory must be empty (i.e. you have loaded all stored items out of it).

When you change the production of the factory, any partially produced item will be lost and the production time for the new item will be begun. This is particularly useful if your stockpile has depleted and the current item is taking 47 days to produce. The Produce command is the only way to get the factory to re-examine the stockpile to discover that new resources have been added to it.

5.15.2 Access

The Access command allows you to determine who can pass through the shields on your planet. You must select a planet with the Target Cursor before you issue the Access command.

The Access command takes an argument which says which ships are allowed to go through the shields onto your planet. The argument can take on one of three values: ALL, ALLIES or OWNER. ALL allows any ship to enter the planet through the shields. ALLIES only allows your ship and its allies to enter the planet. OWNER prevents anyone except you from entering the planet.

You must own the planet to issue the Access command.

Examples:

ACCESS OWNER This prevents anyone, including your allies, from entering the planet. It is recommended that you issue this command for your most important planets.

ACCESS ALLIES This sets the planet's shields to allow your allies to enter the planet. This is the level of access which is set up by default when the planet is first shielded.

5.15.3 Deed

The Deed command allows you to transfer the ownership of one of your planets to another player. You must select a planet with the Target Cursor before you issue the Access command.

This is a very powerful and dangerous thing to do. Once you issue the Deed command, you will no longer be the owner of the planet and the PDs will open fire on you if you attempt to SCAN or LOAD items on the planet's surface.

The Access command takes an argument which says which ship is the new owner of the planet. For example:

DEED Minnow	This changes the owner of the planet from you to the ship Minnow. If there is no ship named Minnow, the planet will remain owned by you.
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6. Quick Reference Guide

This section contains tables which are frequently used in the game. They are consolidated here for easy reference.

Terminal commands

ALIAS <name>	give yourself a 'nickname'	(S)
CAPTURE <to>	captures text to disk/printer	
CHECK MAIL	checks for new GCP mail	
CLEAR	clear text portion of screen	
DIR <files>	get a directory of your disk	
GOTO <location>	goto GCP, STATION or DECK	
LOGOFF	leave GCP	
NAME PLANET <name>	set the name of your planet	(G)
NAME SHIP <name>	set the name of your ship	
PHONE ANSWER	answer a phone call	(G)
PHONE CALL	call another person in GCP	(G)
PHONE EXIT	exit phones	(G)
PHONE HANGUP	hangup on current call	(G)
PHONE OPER	call a System Operator	(G)
SELF DESTRUCT	destroy your ship to restart	(S)
SETDRIVE <#> <name>	set the drive a GCP disk is in	
SHOW ALLIES	list your allies	
SHOW CARGO	list the cargo in your ship	
SHOW MAP <x> <y>	show map of explored sectors	
SHOW OWNED <name>	list planets owned by a ship	
SHOW SECTOR <x> <y>	list planets in a sector	
SHOW SHIP	show info about your ship	
TIME	show connect time	
W	brief list of who is on GCP	
WHO	long list of who is on GCP	

(G) - only available in the Galaxy

(S) - only available in the Station

Menu Bar Select Commands (*)

ACCESS <who>	set protection level of shields
DEED <who>	give planet to another ship
PRODUCE <what>	reprogram Factory production

(*) only available from the Menu Bar in the Galaxy

Ship Comparison Chart

Mk#	Laser	Engine	Fuel	Cargo	% to hit
1	2	2	4	10	25
2	2	4	8	16	40
3	3	4	12	24	50
4	4	5	15	21	66
5	5	7	21	18	75

Average Penetration Table

Lasers or PDS Firing	Shields Defending										
	0	1	2	3	4	5	10	15	20	25	50
1	1	1	-	-	-	-	-	-	-	-	-
2	2	1	1	1	-	-	-	-	-	-	-
3	3	2	1	1	1	-	-	-	-	-	-
4	4	2	1	1	1	1	-	-	-	-	-
5	5	3	2	1	1	1	-	-	-	-	-
10	10	5	3	3	2	2	1	1	-	-	-
15	15	8	5	4	3	3	1	1	1	1	-
20	20	10	7	5	4	3	2	1	1	1	-
30	30	15	10	8	6	5	3	2	2	1	1
40	40	20	13	10	8	7	4	3	2	2	1
50	50	25	17	13	10	8	5	3	3	2	1
100	100	50	33	25	20	16	9	6	5	4	2

Ship Fuel Consumption

Mk#	Jump Distance (sectors)							
	1	2	3	4	5	6	7	8
1	0	1	2	-	-	-	-	-
2	0	2	4	6	8	-	-	-
3	0	3	6	9	12	-	-	-
4	0	4	8	12	16	20	-	-
5	0	5	10	15	20	25	30	35

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Lords Of Space Players Guide

Production Times

Lvl	Hours	Lvl	Hours	Lvl	Hours
99	2.00	98	2.25	97	3 0
96	2.75	95	3.00	94	3.25
93	4 0	92	3.75	91	4.00
90	4.25	80	6.75	70	9.25
60	11.75	50	14.25	40	16.75
30	19.25	20	21.75	10	24.25

Table of Requirements For Factory Production

Item	Energy	Oil	Ore
Laser	5	4	4
Engine	2	3	1
Fuel	1	1	0
Shuttle	1	1	1
Shield	3	3	5
PD	1	1	1
Factory	90	85	90
Mine	3	4	7
Derrick	3	7	4

Experimental results

Year	1954	1955	1956	1957	1958
1. 1st year	1.00	1.00	1.00	1.00	1.00
2. 2nd year	1.00	1.00	1.00	1.00	1.00
3. 3rd year	1.00	1.00	1.00	1.00	1.00
4. 4th year	1.00	1.00	1.00	1.00	1.00
5. 5th year	1.00	1.00	1.00	1.00	1.00
6. 6th year	1.00	1.00	1.00	1.00	1.00
7. 7th year	1.00	1.00	1.00	1.00	1.00
8. 8th year	1.00	1.00	1.00	1.00	1.00
9. 9th year	1.00	1.00	1.00	1.00	1.00
10. 10th year	1.00	1.00	1.00	1.00	1.00

Results of the 1954-55 season

1. 1st year

1. 1st year	1.00	1.00	1.00	1.00	1.00
2. 2nd year	1.00	1.00	1.00	1.00	1.00
3. 3rd year	1.00	1.00	1.00	1.00	1.00
4. 4th year	1.00	1.00	1.00	1.00	1.00
5. 5th year	1.00	1.00	1.00	1.00	1.00
6. 6th year	1.00	1.00	1.00	1.00	1.00
7. 7th year	1.00	1.00	1.00	1.00	1.00
8. 8th year	1.00	1.00	1.00	1.00	1.00
9. 9th year	1.00	1.00	1.00	1.00	1.00
10. 10th year	1.00	1.00	1.00	1.00	1.00